

Plan Orange vs. Empire of the Sun: Differences  
by Benoit Larose  
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EotS Rule Reference	EotS	Plan Orange
5.0 Strategy Cards	<ul style="list-style-type: none"> <li>• Variable hands for each player</li> <li>• Passes possible</li> <li>• Up to 3 Draw events per Offensive</li> <li>• Future Offensives possible</li> </ul>	<ul style="list-style-type: none"> <li>• 5 cards per player per turn</li> <li>• No Passes</li> <li>• Only 1 Draw event per Offensive</li> <li>• No Future Offensives</li> </ul>
6.1 Headquarter Units	<ul style="list-style-type: none"> <li>• Can be repositioned voluntarily</li> </ul>	<ul style="list-style-type: none"> <li>• Cannot be repositioned voluntarily</li> <li>• May use Early HQ Return [6.15] during Offensives Phase or, at the end of Offensive Phase, must use [6.15] at a cost of 1 draw at the next Deal Strategy Card Segment</li> </ul>
6.25 US Port Restrictions	N/A	<p>US naval units may end movement on Strategic Display and on following Ports:</p> <ul style="list-style-type: none"> <li>• Oahu, Dutch Harbor, Funafuti, Port Arthur, Seoul, Manila, Leyte, Mindanao</li> <li>• Shanghai while China is in Crisis mode</li> <li>• Any captured Japanese Islands port</li> <li>• Other captured Japanese port containing US Fleet Train unit</li> <li>• US Fleet Train Port marker (8.43C3)</li> <li>• US Fleet Train Naval unit (DD only) (8.43C1)</li> </ul>
6.4 Aircraft Zone of Influence (ZOI)	<ul style="list-style-type: none"> <li>• 2 hexes</li> </ul>	<ul style="list-style-type: none"> <li>• 1 hex (no Extended Range)</li> </ul>
7.25 Offensive Intelligence Condition Determination	<ul style="list-style-type: none"> <li>• Ambush possible</li> </ul>	<ul style="list-style-type: none"> <li>• No Ambush is possible</li> </ul>
8.24 Naval Unit Stacking	<ul style="list-style-type: none"> <li>• 6 units</li> </ul>	<ul style="list-style-type: none"> <li>• 12 units</li> </ul>
8.34 & 8.47 Air and	<ul style="list-style-type: none"> <li>• 3 units total</li> </ul>	<ul style="list-style-type: none"> <li>• 6 units total</li> </ul>

Ground Unit Stacking		
8.35 Air Ferry	N/A	<ul style="list-style-type: none"> <li>Allows CV unit (not CVL) to transport one Air unit</li> </ul>
8.43 Special Units	N/A	<ul style="list-style-type: none"> <li>Rules for RR Gun, Macon/Akron, Fleet Train</li> </ul>
10.21 US ASPs	<ul style="list-style-type: none"> <li>Specific number &amp; reinforcement procedure</li> </ul>	<ul style="list-style-type: none"> <li>3 at start</li> <li>1 reinforcement per turn starting GT4</li> </ul>
10.22 Japanese ASPs	<ul style="list-style-type: none"> <li>Specific number &amp; reinforcement procedure</li> </ul>	<ul style="list-style-type: none"> <li>2 at start</li> <li>No reinforcements</li> <li>May lose 1 if HQ attacked</li> </ul>
10.24 US Mobilization	N/A	<p>4 points starting GT3</p> <ul style="list-style-type: none"> <li>Naval: 2 per step</li> <li>Ground division: 1 per step</li> <li>Ground Bde/Rgt: 1 per unit</li> <li>Air: 1 per unit</li> </ul>
10.25 Eliminated Units	<ul style="list-style-type: none"> <li>May be replaced</li> </ul>	<ul style="list-style-type: none"> <li>Eliminated Air units and US Fleet Train only may be replaced</li> </ul>
11.2 Japanese Replacements	<ul style="list-style-type: none"> <li>Specific procedures</li> </ul>	<ul style="list-style-type: none"> <li>Naval units may receive replacements only if in Japanese Home Islands port</li> <li>1 Air per turn (may be accumulated)</li> </ul>
11.3 US Replacements	<ul style="list-style-type: none"> <li>Specific procedures</li> </ul>	<ul style="list-style-type: none"> <li>1 Ground per turn starting on GT2 (may not be accumulated)</li> <li>2 Air per turn (may not be accumulated)</li> <li>1 Naval per turn (may accumulate only 2)</li> <li>Naval units may receive replacements only if on Strategic Display or in Oahu</li> </ul>
13.0 National Status 14.0 Winning the Game 15.0 Scenario	<ul style="list-style-type: none"> <li>Specific to EotS</li> </ul>	<ul style="list-style-type: none"> <li>Specific to Plan Orange</li> </ul>