

This document contains Model statistics for the **Empire of the Blazing Sun**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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**Version 1**

# EMPIRE OF THE BLAZING SUN



**Fleet Quality = 2**

## EMPIRE OF THE BLAZING SUN MODEL ASSIGNED RULE

### **Sharp Turn**

*With early ship designs favouring broadside weaponry, and a territory featuring many shallow seas and archipelagos, Blazing Sun vessels are designed to be as manoeuvrable as possible.*

Models in the Empire of the Blazing Sun may elect to perform a Turn during their compulsory Drift Move. Note this does NOT constitute making at Turn in the *Remain Moves Step*.

# EMPIRE OF THE BLAZING SUN BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Empire of the Blazing Sun player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

## CORE BATTLE GROUP

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.

## RECON BATTLE GROUP

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.

## DREAD-ROBOT BATTLE GROUP

<b>Large Squadron</b>	1x Ayakashi Dread-Robot <i>(Lead Squadron)</i>
<b>SPECIAL RULE</b>	<i>“We Stand Alone!”</i> This model may only be fielded as part of a Dread-Robot Battle Group.

<b>O-1 SHADOWHUNTER BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Kaiju Heavy Battleship (Lead Squadron)
<b>Medium Squadrons</b>	3x Honshu Cruisers* [*Any combination of Marks]
	1x Yurei Terror ship
<b>Small Squadrons</b>	4x Uwatsu Frigates
	5x Fujin Corvettes
<b>SPECIAL RULE</b>	<i>“Approach by stealth, strike without warning.”</i> All models in this Battle Group gain an <i>Obscured</i> Marker when they deploy. The Marker remains in play until the models activate.

<b>HUNTER FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Ika Mechanical Squid (Lead Squadron)
	0-1x Ika Mechanical Squid
<b>Medium Squadrons</b>	1-2 Chita Mechanical Squid Squadrons
<b>Small Squadrons</b>	1-2 Zarigani Mechanical Squid Squadrons
<b>SPECIAL RULE</b>	<i>“It came from below...”</i> Any Model in this Battle Group initiating a Boarding Assault from the <i>Sub-Surface</i> Height Level gain the <i>Elite Crew</i> <b>MAR</b> .

<b>BOMBARDMENT BATTLE GROUP</b>	
<b>Medium Squadrons</b>	2x Suzaku Heavy Bombers (Lead Squadron)
<b>Small Squadrons</b>	3X DFA-170 Bombers
<b>SPECIAL RULE</b>	<i>“Rain of Fire”</i> All <i>Incendiary</i> attacks made by this Battle Group apply 2 Disorder Tokens when resolving attacks with the <i>Lethal</i> <b>MAR</b> .

## COMMAND FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Hachiman Dreadnought with 3x Kitsune Escorts <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Tanuki Gunships
<b>Small Squadrons</b>	4x Yurgi Destroyers
<b>SPECIAL RULE</b>	<i>“Admiral on Deck!”</i> While the Hachiman Dreadnought is on the Tabletop increase your Fleet Quality Rating by one.

## STRIKE FLOTILLA BATTLE GROUP


<b>Large Squadrons</b>	1x Tsukyomi War Gyro <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Arashi Support Cruisers
<b>Small Squadrons</b>	4x Sui Heavy Destroyers
<b>SPECIAL RULE</b>	<i>“Bringers of Chaos”</i> If an attack from a squadron in this Battle Group places any Disorder Markers are a result of a roll on the Damage Table (rather than the <i>Disruption MAR</i> ) apply one additional Disorder Token.


## ARMoured WALKER BATTLE GROUP


<b>Large Squadrons</b>	1x Taka-Ashi Heavy Walker <i>(Lead Squadron)</i>
	1x Taka-Ashi Heavy Walker
<b>Medium Squadrons</b>	3x Ronin Heavy Walkers <i>[*any combination of marks]</i>
<b>Small Squadrons</b>	4x Bansan Small Walkers
	4x Bansan Small Walkers
<b>SPECIAL RULE</b>	<i>“Thunderous Tread”</i> All Squadrons in this Battle Group may move their full speed through Forest/Jungle Terrain and may move at half speed through Ruins without suffering a collision.


<b>FORTIFICATIONS BATTLE GROUP</b>	
<b>Large Squadrons</b>	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
<b>Medium Squadrons</b>	1-2 Tower Squadrons
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“Emplacement”</i></p> <p>Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6” beyond their standard deployment zone but not within 8” of the opponent’s deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.</p> <p style="text-align: center;"><i>“We Stand Alone!”</i></p> <p>These models may only be fielded as part of a Fortifications Battle Group.</p>

# LARGE NAVAL MODELS


 <b>HACHIMAN DREADNOUGHT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		375
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	12	10	10	5	6	15
Weapon		Arc	MAR	PB	EF	LR
Rocket Battery		360°	Lethal	-	12	18
Incendiary Turrets		F/P/S	Lethal	12	8	7
Incendiary Turrets		A/P/S	Lethal	12	8	7
Standard BroadSides		P+S	-	9	7	-
Torpedo Battery		F	Lethal	13	-	-
MARs	<i>Disruption Generator, Elite Crew, Crushing Impact (1)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>KAIJU HEAVY BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		220
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	9	9	7	4	5	9
Weapon		Arc	MAR	PB	EF	LR
Standard BroadSides		P+S	-	8	7	-
Incendiary Turret		F/P/S	Lethal	10	7	5
Incendiary Turret		A/P/S	Lethal	10	7	5
Rocket Battery		360°	Lethal	-	10	14
Torpedo Battery		F	-	11	6	-
MARs	<i>Node Disruption Generator, Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>YOKAI Mk.I BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	8	10	5	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	9	7	-
<i>Incendiary Torpedo Battery</i>		F	<i>Lethal</i>	10	-	-
<i>Incendiary Rocket Battery</i>		360°	<i>Lethal</i>	-	9	10
<i>Incendiary Turret</i>		F/P/S	<i>Disruption</i>	8	7	4
<i>Incendiary Turret</i>		A/P/S	<i>Disruption</i>	8	7	4
MARs	<i>Disruption Generator, Special Forces (1)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>YOKAI Mk.II BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	8	9	5	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	9	7	-
<i>Incendiary Torpedo Battery</i>		F	<i>Lethal</i>	10	-	-
<i>Incendiary Rocket Battery</i>		P+S	<i>Lethal</i>	-	9	10
<i>Incendiary Turret</i>		A/P/S	<i>Lethal</i>	8	7	4
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Disruption Generator</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					





 <b>IKA MECHANICAL SQUID</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		105
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	8	6	9	3	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		<i>F/P/S</i>	<i>Punishing</i>	10	5	-
MARs	<i>Fearless, Special Forces (3), Minelayer</i>					
Special Rules	<b>Restricted Boarding:</b> This model has a Boarding Assault Range of 4".					


 <b>KIYOHIME ASSAULT CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		160
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	9	7	5	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard BroadSides</i>		<i>P+S</i>	-	10	6	3
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	14	12	6
<i>Torpedo Battery</i>		<i>F</i>	<i>Lethal</i>	10	-	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Disruption Generator</i>					
Special Rules	<b>Squadron Support:</b> This Squadron have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>TOYOKAWA REPAIR SHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	7	8	4	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Broadsides</b>		P+S	<i>Lethal, Massed Fire</i>	10	8	6
<i>Incendiary</i> <b>Torpedo Battery</b>		F	<i>Lethal</i>	13	8	-
<i>Incendiary Turret</i>		A/P/S	<i>Disruption</i>	8	7	4
MARs	<i>Repair (3)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


## MEDIUM NAVAL MODELS


 <b>YUREI TERROR SHIP</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	6	4	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Flamethrower</b>		F	<i>Flame</i> <i>Punishing</i>	12	-	-
<i>Standard</i> <b>Broadsides</b>		P+S	-	9	7	4
<i>Rocket</i> <b>Battery</b>		360°	<i>Lethal,</i> <i>Indirect Fire,</i> <i>Punishing</i>	8	10	12
MARs	<i>Node Disruption Generator, Cloud Generator, Elite Crew, Security Posts (2)</i>					


 <b>MIZUCHI BATTLECRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	6	3	4	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Broadsides</b>		P+S	-	9	6	3
<i>Incendiary</i> <b>Turret</b>		F/P/S	<i>Lethal</i>	10	8	6
<i>Incendiary</i> <b>Turret</b>		A/P/S	<i>Lethal</i>	10	8	6
<i>Torpedo</i> <b>Battery</b>		F	<i>Lethal</i>	10	-	-
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron have 0-3 Naval <b>Kitsune</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>ARASHI SUPPORT CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	5	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
Rocket Battery		F	Lethal, Punishing	-	9	11
MARs	-					

 <b>TANUKI ARMoured CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		85
PLAYTEST DOCUMENT				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	5	4	2	3	3
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	-	8	-	-
Rocket Battery		360°	Lethal	-	6	7
Torpedo Battery		F	-	9	-	-
MARs	-					


 <b>HONSHU CRUISER MK1</b>						
Medium Model						
PLAYTEST DOCUMENT				Points		75
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	5	5	2	2	3
Weapon		Arc	MAR	PB	EF	LR
Standard BroadSides		P+S	-	7	5	4
Torpedo Battery		F	-	8	-	-
Rocket Battery		360°	Lethal	-	4	5
MARs	Special Forces (2)					
Special Rules	Flexible Squadron: A Squadron of Honshu Cruisers can be made up on any combination of Marks.					


		<b>HONSHU CRUISER MK2</b>				
<b>Medium Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	6	5	5	2	2	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	5	4	-
<i>Standard Broadships</i>		<i>P+S</i>	-	7	5	4
<i>Torpedo Battery</i>		<i>F</i>	-	8	-	-
<b>MARs</b>	-					
<b>Special Rules</b>	<b>Flexible Squadron:</b> A Squadron of Honshu Cruisers can be made up on any combination of Marks.					


		<b>HONSHU CRUISER MK3</b>				
<b>Medium Model</b>						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	6	5	6	2	2	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Broadships</i>		<i>P+S</i>	-	7	5	4
<i>Torpedo Battery</i>		<i>F</i>	-	8	-	-
<b>MARs</b>	<i>Node Disruption Generator</i>					
<b>Special Rules</b>	<b>Flexible Squadron:</b> A Squadron of Honshu Cruisers can be made up on any combination of Marks.					


		<b>CHITA MECHANICAL SQUID</b>				
<b>Medium Naval Diving Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		1-2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	7	5	5	2	2	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Incendiary Fixed Weapon</i>		<i>F</i>	<i>Corrosive, Flame</i>	8	-	-
<b>MARs</b>	<i>Fearless, Special Forces (2), Minelayer</i>					
<b>Special Rules</b>	<b>Restricted Boarding:</b> This model has a Boarding Assault Range of 4".					


# SMALL NAVAL MODELS


 <b>SUI HEAVY DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		3-4
				Move	DR	HP
11"	5	3	2	2	1	2
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Lethal, Hunter (Non-Aerial)	7	6	-
MARs	Small Target, Special Forces (1)					

 <b>YURGI DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2-4
				Move	DR	HP
10"	5	2	2	1	0	2
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	-	5	-	-
Rocket Battery		P/S	Lethal, Hunter (Aerial)	3	5	-
MARs	Small Target					


 <b>UWATSU FRIGATE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
				Move	DR	HP
12"	4	2	1	2	1	1
Weapon		Arc	MAR	PB	EF	LR
Standard Broadside		P+S	-	6	2	-
MARs	Small Target					


	<b>FUJIN CORVETTE</b>					
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
13"	3	2	3	0	0	I
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	4	-	-
<b>MARs</b>	<i>Small Target</i>					

	<b>ZARIGANI MECHANICAL SQUID</b>					
<b>Small Naval Diving Model</b>						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	2	2	2	0	0	I
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Flamethrower</i>		F	<i>Flame</i>	4	-	-
<b>MARs</b>	<i>Fearless, Special Forces (I)</i>					
<b>Special Rules</b>	<b>Restricted Boarding:</b> This Model has a Boarding Assault range of 4".					


	<b>KITSUNE ESCORT</b>					
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	3	2	I	I	0	I
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		360°	<i>Lethal</i>	-	3	-
<b>MARs</b>	<i>Escort, Small Target</i>					


# LARGE ARMoured MODELS


 <b>AYAKASHI DREADNOUGHT ROBOT</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	11	10	10	4	5	20
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Flamethrower</i>		F	<i>Flame Massed Fire</i>	20	-	-
<i>Rocket Battery</i>		360°	<i>Lethal</i>	11	14	-
<i>Rocket Fists</i>		F/P/S	<i>Lethal</i>	12	12	12
MARs	<i>Elite Crew, Fearless, Special Forces (8)</i>					
Special Rules	<b>Horrific Damage:</b> When resolving Boarding damage roll 2D6 on the Damage table rather than on the Boarding column.					
	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					
	<b>Rocket Fists:</b> This model may be equipped with <span style="color: blue;">Rocket Fists</span> . If it does so the Model loses the <i>Horrific Damage</i> Rule and replaces its <i>Special Forces (8)</i> <b>MAR</b> with the <i>Special Forces (4)</i> <b>MAR</b> .					

 <b>KAGOSHIMA MOBILE AIRFIELD</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	8	6	2	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	-	10	8	4
<i>Incendiary Turret</i>		F/P/S	<i>Lethal</i>	12	9	4
<i>Rocket Battery</i>		360°	<i>Lethal</i>	-	8	10
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3), Elite Crew, Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-2 Armoured <b>Komanu</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					





						
<b>MIAGEA NYUDO HEAVY WALKER</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	9	8	6	3	4	7
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret Battery</i>		360°	-	9	8	-
<i>Rocket Battery</i>		360°	Lethal, Indirect Fire	-	14	16
<b>MARs</b>	<i>Independent Move, Security Posts (1)</i>					
<b>Special Rules</b>	<b>Squadron Support:</b> This Squadron may have 0-2 Armoured <b>Komanu</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


						
<b>TAKA ASHI HEAVY WALKER</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	9	8	7	3	4	7
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Turret Battery</i>		360°	<i>Lethal, Hunter (Aerial) Massed Fire</i>	19	10	6
<i>Rocket Battery</i>		360°	<i>Lethal</i>	-	7	9
<b>MARs</b>	<i>Combat Deployment (Line Infantry) 2, Independent Move</i>					
<b>Special Rules</b>	<b>Squadron Support:</b> This Squadron may have 0-2 Armoured <b>Komanu</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>RYUO HOVER-SQUID ROBOT</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points	150	
				Squadron Size	1	
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	9	3	3	7
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Battery</i>		360°	<i>Lethal</i>	10	7	4
<i>Rocket Battery</i>		360°	<i>Lethal</i>	-	6	8
MARs	<i>Elite Crew, Fearless, Independent Move, Special Forces (3)</i>					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					


## MEDIUM ARMoured MODELS

 <b>RONIN MEDIUM WALKER MK1</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points	60	
				Squadron Size	2-3	
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	4	4	2	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		360°	<i>Massed Fire</i>	8	6	4
MARs	<i>Independent Move</i>					
Special Rules	<b>Flexible Squadron:</b> A Squadron of Ronin Medium Walkers can be made up on any combination of Marks.					


 <b>RONIN MEDIUM WALKER MK2</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points	60	
				Squadron Size	2-3	
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	4	5	2	3	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Elite Crew, Independent Move</i>					
Special Rules	<b>Flexible Squadron:</b> A Squadron of Ronin Medium Walkers can be made up on any combination of Marks.					


	<b>HO-I BOMBARD</b>					
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	6	4	2	1	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Bombard</i>		F	<i>Hunter (Aerial) Indirect Fire</i>	7	5	4
<b>MARs</b>	<i>Independent Move</i>					


	<b>CHI-RI TANK</b>					
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	5	4	3	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Battery</i>		F/P/S	<i>Massed Fire</i>	8	6	-
<b>MARs</b>	<i>Independent Move</i>					


	<b>KOMAINU ESCORT TANK</b>					
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	4	3	1	2	1	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		360°	<i>Lethal</i>	4	2	-
<b>MARs</b>	<i>Escort, Independent Move</i>					


## SMALL ARMoured MODELS


 <b>MYOBU HOVER TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		35
				Squadron Size		2-3
				Move	DR	HP
10"	3	2	2	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Incidary Turret</i>		360°	<i>Lethal</i>	3	6	2
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<b>Hover Boost:</b> This Model does not need to halve its Move value when moving through Forests/Jungles. This Model may move over ruins without suffering a collision provided it does not end its move in ruins.					

 <b>BANSAN SMALL WALKER</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		2-4
				Move	DR	HP
6"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		360°	<i>Lethal</i>	3	5	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					


 <b>KE-HO TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
				Move	DR	HP
8"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	5	2	-
MARs	<i>Independent Move, Small Target</i>					


 <b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	2	6	5	3	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


 <b>SUPPORT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	2	6	3	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					

		<b>ASSAULT INFANTRY</b>				
<b>Small Armoured Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		n/a
				<b>Squadron Size</b>		1-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	2	6	5	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Independent Move, Small Target, Special Forces (2)</i>					
<b>Special Rules</b>	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					

## LARGE AERIAL MODELS


 <b>RAIJIN COMMAND GYRO</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		165
				Squadron Size		1
				<b>Move</b>	<b>DR</b>	<b>HP</b>
6"	8	8	7	5	2	7
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	15	11	8
<i>Rocket Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	-	6	8
<i>Rocket Broadside</i>		<i>P+S</i>	<i>Lethal</i>	-	6	8
<b>MARs</b>	<i>Node Disruption Generator, Elite Crew</i>					
<b>Special Rules</b>	<b>Combat Deployment:</b> This Model may gain the <i>Combat Deployment</i> (Zarigani, 3) MAR. If so it exchanges its Node Disruption Generator for Disruption Generator and adds 2 to its VP.					


 <b>TENKEI SKY FORTRESS</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
				<b>Move</b>	<b>DR</b>	<b>HP</b>
6"	9	10	8	5	2	8
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Battery</i>		<i>F</i>	<i>Lethal, Massed Fire</i>	12	10	-
<i>Bombs</i>		<i>360°</i>	<i>Lethal</i>	10	-	-
<i>Rocket Battery</i>		<i>360°</i>	<i>Lethal</i>	7	14	-
<i>Bombers</i>		<i>360°</i>	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		<i>360°</i>	<i>Hunter (Aerial)</i>	6	6	-
<b>MARs</b>	<i>Carrier (2)</i>					


		<b>TSUKUYOMI WAR GYRO</b>				
<b>Large Aerial Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		155
				<b>Squadron Size</b>		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	8	8	7	5	2	6
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	9	6	4
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	9	6	4
<b>Bombs</b>		360°	<i>Lethal</i>	13	-	-
<i>Rocket Battery</i>		P+S	<i>Lethal</i>	-	7	10
<b>MARs</b>		<i>Disruption Generator, Security Posts (2)</i>				




## MEDIUM AERIAL MODELS


 <b>SUZAKU HEAVY BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	7	6	6	4	1	5
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		360°	<i>Lethal</i>	10	12	-
<b>Bombs</b>		360°	<i>Lethal</i>	14	-	-
MARs	-					
Special Rules	Momentum. This Model has a 4" Drift Move.					


 <b>INARI SCOUT GYRO</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	4	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Turret</i>		360°	<i>Lethal, Massed Fire</i>	7	5	-
<i>Rocket Battery</i>		P+S	<i>Lethal</i>	-	4	5
<b>Bombs</b>		360°	-	6	-	-
MARs	-					

		<b>ONRYO SUPPORT GYRO</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
				<b>Move</b>	<b>DR</b>	<b>HP</b>
8"	5	5	6	3	1	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Lethal, Massed Fire</i>	7	5	-
<b>Bombs</b>		360°	-	5	-	-
<b>MARs</b>		<i>Disruption Generator, Elite Crew</i>				


		<b>DFA-170 BOMBER</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
				<b>Move</b>	<b>DR</b>	<b>HP</b>
10"	5	4	4	3	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		<i>F</i>	<i>Lethal</i>	4	6	-
<b>Bombs</b>		360°	-	5	-	-
<b>MARs</b>		-				
<b>Special Rules</b>		<i>Momentum. This Model has a 4" Drift Move.</i>				


## SMALL AERIAL MODELS

	<b>TETSUBO INTERCEPTOR</b>					
<b>Small Aerial Model</b>						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
				<b>Move</b>	<b>DR</b>	<b>HP</b>
13"	4	2	1	2	1	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		F	<i>Hunter (Aerial)</i>	3	5	-
<b>MARs</b>	<i>Small Target</i>					
<b>Special Rules</b>	<i>Momentum. This Model has a 4" Drift Move.</i>					


	<b>UBO STRIKE BOMBER</b>					
<b>Small Aerial Model</b>						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
				<b>Move</b>	<b>DR</b>	<b>HP</b>
15"	4	2	1	2	1	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<b>Bombs</b>		360°	<i>Lethal</i>	4	-	-
<b>MARs</b>	<i>Small Target</i>					
<b>Special Rules</b>	<i>Momentum. This Model has a 4" Drift Move.</i>					


## LARGE FORTIFICATION MODELS


 <b>BUNKER COMPLEX</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
				Move	DR	HP
0"	9	12	8	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		F	-	15	10	6
<i>Bombard Rocket Battery</i>		360°	<i>Lethal, Indirect Fire</i>	-	9	12
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (3)</i>					


 <b>AIRFIELD</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
				Move	DR	HP
0"	7	9	7	4	1	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		360°	<i>Massed Fire</i>	10	5	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3)</i>					

# MEDIUM FORTIFICATION MODELS

	<b>TURRET TOWER</b>					
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2
				Move	DR	HP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Turret</i>		360°	<i>Massed Fire</i>	10	7	4
MARs	<i>Security Posts (1)</i>					

	<b>FLAK TOWER</b>					
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2
				Move	DR	HP
0"	6	5	4	5	3	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	<b>Flak Barrage:</b> Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

 <b>COMMUNICATIONS TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (1)					
Special Rules	<b>Communications Array:</b> Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

 <b>ROCKET TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard Rocket Battery</i>		<i>F/P/S</i>	<i>Lethal, Indirect Fire</i>	-	9	10
MARs	<i>Disruption Generator, Security Posts (1)</i>					