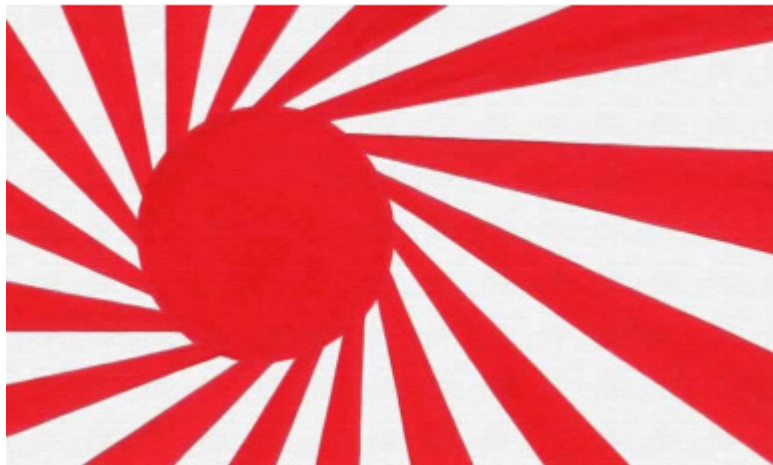


This document contains Model statistics for the **Empire of the Blazing Sun**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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Version 4.1

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

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<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

Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<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

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

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

HUNTER FLOTILLA BATTLE GROUP	
Large Squadrons	1x Ika Mechanical Squid (Lead Squadron)
	1x Ika Mechanical Squid
Small Squadrons	5x Fujin Corvettes
SPECIAL RULE	<i>"It came from below..."</i> Any Model in this Battle Group initiating a Boarding Assault from the Sub-Surface Height Level gain the Elite Crew MAR .

BOMBARDMENT BATTLE GROUP	
Medium Squadrons	2x Suzaku Heavy Bombers (Lead Squadron)
Small Squadrons	4x Sui Heavy Destroyers
SPECIAL RULE	<i>"Rain of Fire"</i> All Incendiary attacks made by this Battle Group may re-roll the D3 when determining the effects of the Disruption Fire MAR . The second result must be accepted.

BATTLE FLOTILLA BATTLE GROUP

Large Squadrons	1x Hachiman Dreadnought with 3x Kitsune Escorts (Lead Squadron)
Medium Squadrons	3x Tanuki Gunships
Small Squadrons	4x Yurgi Destroyers
SPECIAL RULE	<i>“Emergency Repair Teams to the Rocket Batteries!”</i> All Attacks made by this Battle Group that include <i>Rockets</i> ignore Damage Markers present on models involved

STRIKE FLOTILLA BATTLE GROUP


Large Squadrons	1x Raijin War Gyro (Lead Squadron)
Medium Squadrons	3x Arashi Support Cruisers
Small Squadrons	5x Zagrini Small Robots
SPECIAL RULE	<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


Large Squadrons	1x Miage-Nyudo Heavy Walker (Lead Squadron)
Medium Squadrons	3x Ronin Heavy Walkers [*any combination of marks]
Small Squadrons	3x Myobu Light Tanks
	3x Bansan Small Walkers
	3x Bansan Small Walkers
SPECIAL RULE	<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.


FORTIFICATIONS BATTLE GROUP	
Large Squadrons	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
Medium Squadrons	1-2 Tower Squadrons
SPECIAL RULE	<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


 HACHIMAN DREADNOUGHT						
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°	Disruption	-	12	18
Incendiary Turrets		F/P/S	Disruption	12	8	7
Incendiary Turrets		A/P/S	Disruption	12	8	7
Standard BroadSides		P+S	-	9	7	-
Torpedo Battery		F	Disruption	15	0	0
MARs	<i>Disruption Generator, Elite Crew, Crushing Impact (1)</i>					
Special Rules	Squadron Support: This Squadron have 0-3 Naval Kitsune Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 KAIJU HEAVY BATTLESHIP						
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	Disruption	10	7	5
Incendiary Turret		A/P/S	Disruption	10	7	5
Rocket Battery		360°	Disruption	-	10	14
Torpedo Battery		F	-	11	6	-
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	Node Projector: This Model may use its Disruption Generator at Effective Range.					
Special Rules	Squadron Support: This Squadron have 0-3 Naval Kitsune Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 YOKAI Mk.I BATTLESHIP						
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>Disruption</i>	10	-	-
<i>Incendiary Rocket Battery</i>		360°	<i>Disruption</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	Squadron Support: This Squadron may have 0-3 Naval Kitsune Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 YOKAI Mk.II BATTLESHIP						
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>Punishing</i>	10	-	-
<i>Incendiary Rocket Battery</i>		P+S	<i>Punishing</i>	-	9	10
<i>Incendiary Turret</i>		A/P/S	<i>Disruption</i>	8	7	4
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Disruption Generator</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Kitsune Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 IKA MECHANICAL SQUID						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		105
				Squadron Size		1
				Move	DR	HP
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	Restricted Boarding: This model has a Boarding Assault Range of 4".					


 KIYOHIME ASSAULT CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		160
				Squadron Size		1
				Move	DR	HP
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>Disruption</i>	14	12	6
<i>Torpedo Battery</i>		<i>F</i>	<i>Disruption</i>	10	-	-
<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	-
MARs	<i>Carrier (2), Disruption Generator</i>					
Special Rules	Squadron Support: This Squadron have 0-3 Naval Kitsune Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


MEDIUM NAVAL MODELS


 YUREI TERROR SHIP						
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> Flamethrower		F	<i>Disruption</i> <i>Punishing</i>	12	-	-
<i>Standard</i> Broadsides		P+S	-	9	7	4
<i>Rocket</i> Battery		360°	<i>Disruption,</i> <i>Indirect Fire,</i> <i>Punishing</i>	10	12	14
MARs	<i>Disruption Generator, Cloud Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	Node Projector: This Model may use its Disruption Generator at Effective Range.					


 MIZUCHI BATTLECRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				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> Broadsides		P+S	-	9	6	3
<i>Incendiary</i> Turret		F/P/S	<i>Disruption</i>	10	8	6
<i>Incendiary</i> Turret		A/P/S	<i>Disruption</i>	10	8	6
<i>Torpedo</i> Battery		F	<i>Disruption</i>	12	-	-
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	Squadron Support: This Squadron have 0-3 Naval Kitsune Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 ARASHI SUPPORT CRUISER						
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	Disruption, Punishing	-	9	11
MARs	None					


 TANUKI ARMoured CRUISER						
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°	Disruption	-	6	7
Torpedo Battery		F	-	9	-	-
MARs	None					


 HONSHU CRUISER MK1						
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°	Disruption	-	4	5
MARs	Special Forces (2)					
Special Rules	Flexible Squadron: A Squadron of Honshu Cruisers can be made up on any combination of Marks.					


 HONSHU CRUISER MK2							
Medium Model							
PLAYTEST DOCUMENT					Points		75
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
8"	6	5	5	2	2	3	
Weapon		Arc	MAR	PB	EF	LR	
<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	-	-	
MARs	None						
Special Rules	Flexible Squadron: A Squadron of Honshu Cruisers can be made up on any combination of Marks.						


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


SMALL NAVAL MODELS


	SUI HEAVY DESTROYER					
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
<i>Torpedo Battery</i>		F	<i>Disruption, Hunter (Non-Aerial)</i>	8	7	-
MARs	<i>Small Target, Special Forces (1)</i>					

	YURGI DESTROYER					
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
<i>Standard Fixed Weapon</i>		F	-	5	-	-
<i>Rocket Battery</i>		P/S	<i>Disruption, Hunter (Aerial)</i>	4	5	-
MARs	<i>Small Target</i>					


	UWATSU FRIGATE					
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
<i>Standard Broadside</i>		P+S	-	6	3	-
MARs	<i>Small Target</i>					


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


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


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


LARGE ARMoured MODELS

 AYAKASHI DREADNOUGHT ROBOT						
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>Disruption Massed Fire</i>	20	-	-
<i>Rocket Battery</i>		360°	<i>Disruption</i>	11	14	-
<i>Rocket Fists</i>		F/P/S	<i>Disruption</i>	12	12	12
MARs	<i>Elite Crew, Fearless, Special Forces (8)</i>					
Special Rules	<p>Horrific Damage: When resolving Boarding damage both players roll a D6 on the Damage Table rather than D3.</p> <p>Restricted Boarding: This Model has a Boarding Assault Range of 4".</p> <p>Rocket Fists: This model may be equipped with <i>Rocket Fists</i>. If it does so the Model loses the <i>Horrific Damage</i> Rule and replaces its <i>Special Forces (8) MAR</i> with the <i>Special Forces (4) MAR</i>.</p>					


 KAGOSHIMA MOBILE AIRFIELD						
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 BroadSides</i>		P+S	-	10	8	4
<i>Incendiary Turret</i>		F/P/S	<i>Disruption</i>	12	9	4
<i>Rocket Battery</i>		360°	<i>Disruption</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	<p>Squadron Support: This Squadron may have 0-2 Armoured <i>Komanu</i> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


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


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


		RYUO HOVER-SQUID ROBOT				
		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>Disruption</i>	10	7	4
<i>Rocket Battery</i>		360°	<i>Disruption</i>	-	6	8
MARs	<i>Elite Crew, Fearless, Independent Move, Special Forces (3)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					

MEDIUM ARMoured MODELS


 RONIN MEDIUM WALKER MK1						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				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	Flexible Squadron: A Squadron of Ronin Medium Walkers can be made up on any combination of Marks.					


 RONIN MEDIUM WALKER MK2						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				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	Flexible Squadron: A Squadron of Ronin Medium Walkers can be made up on any combination of Marks.					


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


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


SMALL ARMoured MODELS


 MYOBU HOVER TANK							
Small Armoured Model							
PLAYTEST DOCUMENT					Points		35
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
10"	3	2	2	2	0	1	
Weapon		Arc	MAR	PB	EF	LR	
<i>Incendiary Turret</i>		360°	<i>Disruption</i>	3	6	2	
MARs	<i>Independent Move, Small Target</i>						


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

 KE-HO TANK							
Small Armoured Model							
PLAYTEST DOCUMENT					Points		25
					Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP	
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>						


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


							
LINE INFANTRY							
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	1	
Weapon		Arc	MAR	PB	EF	LR	
-		-	-	-	-	-	
MARs	<i>Independent Move, Small Target</i>						
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.						


							
SUPPORT INFANTRY							
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	1	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Gun Battery</i>		<i>F</i>	<i>Massed Fire</i>	6	4	-	
MARs	<i>Independent Move, Small Target</i>						
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.						

	ASSAULT INFANTRY					
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					


LARGE AERIAL MODELS


 RAIJIN COMMAND GYRO						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		165
				Squadron Size		1
				Move	DR	HP
6"	8	8	7	5	2	7
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Disruption</i>	15	11	8
<i>Rocket Turret</i>		<i>F/P/S</i>	<i>Disruption</i>	-	6	8
<i>Rocket Broadside</i>		<i>P+S</i>	<i>Disruption</i>	-	7	9
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	<p>Node Generator: This Model may use its <i>Disruption Generator</i> at Effective Range.</p> <p>Combat Deployment: This Model may gain the <i>Combat Deployment (Zarigani, 3) MAR</i>. If so it loses the Node Generator Special Rule and adds 2 to its VP.</p>					


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


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

MEDIUM AERIAL MODELS


	SUZAKU HEAVY BOMBER					
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>Disruption</i>	10	12	-
Bombs		360°	<i>Disruption</i>	14	-	-
MARs	-					
Special Rules	Momentum. This Model has a 4" Drift Move.					

	INARI SCOUT GYRO					
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>Disruption, Massed Fire</i>	7	5	-
<i>Rocket Battery</i>		P+S	<i>Disruption</i>	-	4	6
Bombs		360°	-	6	-	-
MARs	-					


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


		DFA-170 BOMBER				
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	4	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		<i>F</i>	<i>Disruption</i>	4	6	-
Bombs		360°	-	5	-	-
MARs		-				

SMALL AERIAL MODELS


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


LARGE FORTIFICATION MODELS


 BUNKER COMPLEX						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
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>Disruption, Indirect Fire</i>	-	9	12
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (3)</i>					
Special Rules	Defensive Garrison - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


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

MEDIUM FORTIFICATION MODELS

	TURRET TOWER					
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>					

	FLAK TOWER					
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	Flak Barrage: Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

						
COMMUNICATIONS TOWER						
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	<i>Security Posts (1)</i>					
Special Rules	Communications Array: Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

						
ROCKET TOWER						
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>Disruption, Indirect Fire</i>	-	9	10
MARs	<i>Disruption Generator, Security Posts (1)</i>					