

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 3**

# 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 a 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.

## O-1 SHADOWHUNTER BATTLE GROUP

<b>Large Squadrons</b>	1x Kaiju Heavy Battleship <i>(Lead Squadron)</i>
	1x Wani Terror ship
<b>Medium Squadrons</b>	3x Honshu Cruisers* <i>[*Any combination of Marks]</i>
rowspan="2"> <b>Small Squadrons</b>	4x Uatsu 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.

## HUNTER FLOTILLA BATTLE GROUP

rowspan="2"> <b>Large Squadrons</b>	1x Ika Mechanical Squid <i>(Lead Squadron)</i>
1x Ika Mechanical Squid	
<b>Small Squadrons</b>	5x Fujin Corvettes
<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> .

## BOMBARDMENT BATTLE GROUP

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


<b>BATTLE FLOTILLA BATTLE GROUP</b>	
<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>"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


<b>STRIKE FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Raijin War Gyro <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Arashi Support Cruisers
<b>Small Squadrons</b>	5x Zagrini Small Robots
<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.


<b>ARMoured WALKER BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Miage-Nyudo Heavy Walker <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Ronin Heavy Walkers <i>[*any combination of marks]</i>
<b>Small Squadrons</b>	3x Myobu Light Tanks
	3x Bansan Small Walkers
	3x 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°	Disruption	-	12	18
Incendiary Turrets		F/P/S	Punishing	12	8	7
Incendiary Turrets		A/P/S	Punishing	12	8	7
Standard Broadside		P+S	-	9	7	-
Torpedo Battery		F	Disruption	15	0	0
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 Broadside		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	<b>Node Projector:</b> This Model may use its Disruption Generator at Effective Range.  <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>IKA MECHANICAL SQUID</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		105
PLAYTEST DOCUMENT				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		150
PLAYTEST DOCUMENT				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>Disruption</i>	14	12	6
<i>Torpedo Battery</i>		<i>F</i>	<i>Disruption</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					





## 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>Disruption</i> <i>Punishing</i>	12	-	-
<i>Standard</i> <b>Broadsides</b>		P+S		9	7	4
<i>Rocket</i> <b>Battery</b>		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	<b>Node Projector:</b> This Model may use its Disruption Generator at Effective Range.					


 <b>MIZUCHI BATTLECRUISER</b>						
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> <b>Broadsides</b>		P+S	-	9	6	3
<i>Incendiary</i> <b>Turret</b>		F/P/S	<i>Disruption</i>	10	8	6
<i>Incendiary</i> <b>Turret</b>		A/P/S	<i>Disruption</i>	10	8	6
<i>Torpedo</i> <b>Battery</b>		F	<i>Disruption</i>	12	-	-
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					
							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>		
9"	6	5	3	2	2	4									
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>									
Rocket Battery		F	Disruption, Punishing	-	9	11									
<b>MARs</b>		None													


							<b>TANUKI ARMOURED CRUISER</b>								
Medium Naval Model															
PLAYTEST DOCUMENT							Points			85					
							Squadron Size						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>		
9"	6	5	4	2	3	3									
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>									
Standard Turret		F/P/S	-	9	-	-									
Rocket Battery		360°	Disruption	-	6	7									
Torpedo Battery		F	-	9	-	-									
<b>MARs</b>		None													


		<b>HONSHU CRUISER MK1</b>				
<b>Medium Naval 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>
9"	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>Standard</i> <b>Broadsides</b>		P+S	-	8	6	4
<i>Torpedo</i> <b>Battery</b>		F	-	8	-	-
<i>Rocket</i> <b>Battery</b>		360°	<i>Disruption</i>	-	4	5
<b>MARs</b>	<i>Special Forces (2)</i>					
<b>Special Rules</b>	Flexible Squadron: A Squadron of Honshu Cruisers can be made up on any combination of Marks.					


		<b>HONSHU CRUISER MK2</b>				
<b>Medium Naval 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</i> <b>Turret</b>		F/P/S	<i>Massed Fire</i>	5	4	-
<i>Standard</i> <b>Broadsides</b>		P+S	-	8	6	4
<i>Torpedo</i> <b>Battery</b>		F	-	8	-	-
<b>MARs</b>	None					
<b>Special Rules</b>	Flexible Squadron: A Squadron of Honshu Cruisers can be made up on any combination of Marks.					


		<b>HONSHU CRUISER MK3</b>				
Medium Naval 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
Standard <b>Broadsides</b>		P+S	-	8	6	4
Torpedo <b>Battery</b>		F	-	8	-	-
MARs	Disruption Generator					
Special Rules	<b>Flexible Squadron:</b> A Squadron of Honshu Cruisers can be made up on any combination of Marks.					
	<b>Node Generator:</b> This Model may use its Disruption Generator at Effective Range.					


# SMALL NAVAL MODELS


		<b>SUI HEAVY DESTROYER</b>				
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		3-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
11"	5	3	2	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Torpedo Battery</i>		F	<i>Disruption, Hunter (Non-Aerial)</i>	8	7	-
<b>MARs</b>	<i>Small Target, Special Forces (1)</i>					

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


							<b>UWATSU FRIGATE</b>		
Small Naval Model									
PLAYTEST DOCUMENT						Points		30	
						Squadron Size		3-4	
Move	DR	HP	CP	Act.D	Pas.D	VP			
12"	4	2	1	2	1	1			
Weapon		Arc	MAR	PB	EF	LR			
Standard <b>Broadside</b>		P+S	-	6	3	-			
MARs	Small Target								


							<b>FUJIN CORVETTE</b>		
Small Naval Model									
PLAYTEST DOCUMENT						Points		20	
						Squadron Size		3-5	
Move	DR	HP	CP	Act.D	Pas.D	VP			
13"	3	2	1	0	0	1			
Weapon		Arc	MAR	PB	EF	LR			
Gunnery <b>Turret</b>		F+P+S	Massed Fire	4	-	-			
MARs	Small Target								

							<b>ZARIGANI MECHANICAL SQUID</b>		
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	1			
Weapon		Arc	MAR	PB	EF	LR			
Standard <b>Flamethrower</b>		F	Disruption	4	-	-			
MARs	Fearless, Special Forces (1)								
Special Rules	Restricted Boarding: This Model has a Boarding Assault range of 4".								


		<b>KITSUNE ESCORT</b>				
Small Naval Model						
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	1	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		<i>360°</i>	<i>Disruption</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>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><b>Horrific Damage:</b> When resolving Boarding damage both players roll a D6 on the Damage Table rather than D3.</p> <p><b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".</p> <p><b>Rocket Fists:</b> 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)</i> <b>MAR</b> with the <i>Special Forces (4)</i> <b>MAR</b>.</p>					

 <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 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><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</p>					





						
<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°	Disruption, 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>Disruption, Hunter (Aerial) Massed Fire</i>	19	10	6
<i>Rocket Battery</i>		360°	Disruption	-	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>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	<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		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.					


 <b>RONIN MEDIUM WALKER MK2</b>						
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.					


 <b>HO-I BOMBARD</b>						
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>					


		<b>CHI-RI TANK</b>				
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		50
				<b>Squadron Size</b>		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>		<i>F/P/S</i>	<i>Massed Fire</i>	8	6	-
<b>MARs</b>		<i>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	CP	Act.D	Pas.D	VP
10"	3	2	2	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Incidary Turret</i>		360°	<i>Disruption</i>	3	6	2
MARs	<i>Independent Move, Small Target</i>					


 <b>BANSAN SMALL WALKER</b>						
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	<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	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>					


						
<b>KOMAINU ESCORT TANK</b>						
Small Armoured Model						
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>Disruption</i>	4	2	-
<b>MARs</b>		<i>Escort, Independent Move</i>				


						
<b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		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>
6"	2	6	5	3	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</i>				
<b>Special Rules</b>		<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.				

						
<b>SUPPORT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				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>
5"	2	6	3	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
<b>MARs</b>		<i>Independent Move, Small Target</i>				
<b>Special Rules</b>		<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.				


	<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>	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					

# LARGE AERIAL MODELS


	<b>RAIJIN COMMAND GYRO</b>					
<b>Large Aerial Model</b>						
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>Disruption</i>	15	11	8
<i>Rocket Turret</i>		<i>F/P/S</i>	<i>Disruption</i>	-	6	8
<i>Rocket Broadside</i> s		<i>P+S</i>	<i>Disruption</i>	-	7	9
<b>MARs</b>	<i>Disruption Generator, Elite Crew</i>					
<b>Special Rules</b>	<p><b>Node Generator:</b> This Model may use its <i>Disruption Generator</i> at Effective Range.</p> <p><b>Combat Deployment:</b> This Model may gain the <i>Combat Deployment (Zarigani, 3)</i> MAR. If so it loses the <b>Node Generator</b> Special Rule and adds 2 to its VP.</p>					


	<b>TENKEI SKY FORTRESS</b>					
<b>Large Aerial Model</b>						
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>Disruption, Massed Fire</i>	12	10	-
<i>Rocket Battery</i>		<i>360°</i>	<i>Disruption</i>	7	14	-
<i>Bombs</i>		<i>360°</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	-
<b>MARs</b>	<i>Carrier (2)</i>					





		<b>TSUKUYOMI WAR GYRO</b>				
Large Aerial Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<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>Disruption</i>	9	6	4
<i>Incendiary Turret</i>		<i>A/P/S</i>	<i>Disruption</i>	9	6	4
<i>Rocket Battery</i>		<i>P+S</i>	<i>Disruption</i>	-	7	9
<b>Bombs</b>		<b>360°</b>	<i>Disruption</i>	12	-	-
<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
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
9"	7	6	6	4	1	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		<i>360°</i>	<i>Disruption</i>	10	14	-
<b>Bombs</b>		<b>360°</b>	<i>Disruption</i>	14	-	-
<b>MARs</b>		-				
<b>Special Rules</b>		<b>Momentum:</b> 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
8"	5	5	4	3	I	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Turret</i>		360°	<i>Disruption, Massed Fire</i>	8	5	-
<i>Rocket Battery</i>		P+S	<i>Disruption</i>	-	4	7
<b>Bombs</b>		360°	-	6	-	-
<b>MARs</b>		-				


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


 <b>DFA-170 Bomber</b>						
Medium Aerial Naval						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
				Move	DR	HP
10"	5	4	4	3	I	2
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		F	<i>Disruption</i>	4	8	-
<b>Bombs</b>		360°	-	8	-	-
<b>MARs</b>		-				

# SMALL AERIAL MODELS


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


# LARGE FORTIFICATION MODELS


 <b>BUNKER COMPLEX</b>						
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</i> <b>Turret Battery</b>		F	-	15	10	6
<i>Bombard</i> <b>Rocket Battery</b>		360°	<i>Disruption, Indirect Fire</i>	-	9	12
MARs	<i>Fearless, Minelayer, Security Posts (3)</i>					
Special Rules	<b>Defensive Garrison</b> - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


 <b>AIRFIELD</b>						
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>Standard</i> <b>Gunnery Battery</b>		360°	<i>Massed Fire</i>	10	5	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		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	CP	Act.D	Pas.D	VP
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	CP	Act.D	Pas.D	VP
0"	6	5	4	5	3	2
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	3		1							
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							2		
							Move		DR	HP	CP		Act.D	Pas.D		VP
0"		6	5	4		4	3		2							
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>														