

# EMPIRE OF THE BLAZING SUN



LAST UPDATED NOVEMBER 2nd 2015

## FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- The decision to form Fire Teams from a specific section **MUST** be noted in the Commander's Force List prior to the battle.
- A Fire Team **MUST** contain at least 4 members (with Gun Teams counting as 2 models for these purposes) and no section may split into more than 2 Fire Teams.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into full section again during the course of a game.
- Fire Teams split from the same section **MUST** deploy with all their members within 12" of each other after which they are free to activate and act separately.

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

## FLAG SIGNALLERS

Taking inspiration from their Samurai ancestors, who used a tried and tested semaphore system to relay battle tactics in warfare for hundreds of years, the Imperial Semaphore College has become an important part of Blazing Sun battle formations. The inclusion of these skilled individuals allows Imperial officers to issue orders far beyond the normal distance afforded to other nations' command staff.

In order to gain the advantages of a Flag Signaller Specialist, the Specialist **MUST** have Line of Sight to the Section being issued the order:

- Should the Officer's Section containing a Flag Signaller issue an order to a Section **WITHOUT** a Flag Signaller of their own, multiply the Officers Command Distance by 2.
- Should the Officer's Section containing a Flag Signaller issue an order to a Section **WITH** a Flag Signaller of their own, multiply the Officers Command Distance by 4.

## EMPIRE OF THE BLAZING SUN INFANTRY OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	<b>1 Officer</b> <b>0-1 Flag Signaller</b> costing 30 Points and <b>0-5 Imperial Riflemen</b> (Any Imperial Riflemen <b>MUST</b> be purchased with the same Experience Level as the Officer) (See the relevant entry for Points Costs and Basic Equipment for the Imperial Riflemen).			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
2nd Lieutenant	3	4"	Militia	40
1st Lieutenant	4	6"	Regular	75
Captain	5	6"	Regular	100
Major	6	8"	Veteran	150
Colonel	8	8"	Veteran	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	6"	4	3	3 [BLUE]	Kappon Pistol	-
Flag Signaller	Infantry	6"	4	1	1 [BLACK]	-	Spotter
<b>COMMAND ABILITIES</b>	In addition to the Standing Orders, Blazing Sun Infantry Officers may use the following Order: <b>Banzai! Banzai! Banzai!</b> Command Point Cost = 1 Passes Required = 2 Issued in – Section's Command Segment Order – If the order is passed, the Section gains the Daunting MAR for the Activation.						

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	None		
Specialists	None		
Section Attachments	None		
Field Equipment	This Section can be upgraded to have Gas Grenades.	X	+2 Points per Model
	This Section can be upgraded to have Tank Mines.	X	+3 Points per Model
	An Officer may replace their Kappon Pistol for a Tiger's Claw Shotgun.	X	+10 Points
Transport	If a Section requires no more than 6 spaces in a Transport, then 1 Kote-APC may be added to the Section for 40 Points.	0-1	+40 Points

## SAMURAI OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Samurai <b>Veteran Officer</b> and 0-3 <b>Veteran Rocket Corp Samurai</b> (Any Rocket Corp Samurai purchased <b>must</b> be the same Experience Level as the Samurai Officer). (See the relevant entry for Points Costs and Basic Equipment).			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
Master Samurai	6	8"	<b>Veteran</b>	200

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Master Samurai	Jetpack Officer	9"	4	4	<b>5 [RED]</b>	-	Combat Armour (2), Daunting, Elusive Target, Gas Grenades
<b>COMMAND ABILITIES</b>	In addition to the Standing Orders, Blazing Sun Samurai Officers may use the following Order: <b>Wrath of the Eastern Wind</b> Command Point Cost = 2      Passes Required = 2 Issued in – Melee Phase Order – If passed, the Section gains the Swift Strike MAR for the Turn.						

## SAIGO MINAMOTO

This Character can be added to any Ashigaru Section as a Heroic Attachment.

<b>SECTION SIZE</b>	1 Samurai Warrior.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	While Saigo Minamoto has the NCO (2) MAR, she is accorded the rank of 1st Lieutenant out of respect for her status. This Rank is used for determining the Commanding Officer only. She is a <b>Veteran</b> and costs 60 Points

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Saigo Minamoto	Infantry Officer	6"	4	2	<b>5 [RED]</b>	-	Brutal Charge <b>2 [RED]</b> , Bushido, Combat Armour (2), Gas Grenades, NCO (2), Unique
<b>SPECIAL MAR</b>	<b>Bushido</b> Saigo Minamoto, a Samurai warrior of legendary status, gives any model belonging to any Ashigaru Section she is attached to the Brutal Charge (2 BLACK) MAR. If the Ashigaru Section Saigo Minamoto is attached is routed, Saigo Minamoto will immediately commit Seppuku, and you should remove her model from the gaming table as a casualty.						

## MASTER KOZO OKINAWA AND MADAME TAIPAN

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Master Kozo Okinawa 0-1 Madame Taipan 0-4 Battle Ashigaru			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Master Kozo Okinawa is a <b>Veteran</b> Captain and costs 175 Points. Madame Taipan is a <b>Veteran</b> and costs 70 Points. The Battle Ashigaru are <b>Veterans</b> and cost 35 Points each.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXR. LEVEL</b>	<b>POINTS</b>
Captain	5	6"	<b>Veteran</b>	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Master Kozo Okinawa	Infantry Officer	6"	4	4	4 [RED]	Kappon Pistol	Combat Armour (2), Gas Grenades, Unique
Madame Taipan	Infantry	7"	4	2	5 [RED]	Shuriken	Rapid Fire (D3, Shuriken Only), Smoke Launcher (2), Sniper, Swift Strike, Unique

<b>COMMAND ABILITIES</b>	In addition to the Standard Orders, Master Kozo has access to the following Order: <b>Banzai! Banzai! Banzai!</b> Command Point Cost = 1      Passes Required = 2 Issued in – Section's Command Segment Order – If the order is passed, the Section gains the Daunting MAR for the Activation.
--------------------------	--

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Specialists</b>	Up to 3 Ashigaru may be upgraded to an Ashigaru Specialist armed with a Rocket Projector.	0-3	+10 Points per model
<b>Section Attachments</b>	In addition to the Section's complement of Ashigaru, a Medic may be added.	X	+15 Points per model
	In addition to the Section's complement of Ashigaru, a Flag Signaller may be added.	X	+30 Points per model
<b>Field Equipment</b>	This Section can be upgraded to have Tank Mines.	X	+3 Points per Model
<b>Transport</b>	If a Section requires no more than 6 spaces in a Transport, then 1 Kote-APC may be added to the Section for 40 Points.	0-1	+40 Points

## ALCHEMIST TONEGAWA & TAKERA ISAMU

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Alchemist Tonegawa 1 Takeru Isamu			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Alchemist Tonegawa is <b>Regular</b> quality and costs 150 Points. Takeru Isamu is <b>Regular</b> quality and costs 70 Points.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
Takeru Isamu 2nd Lieutenant	3	4"	<b>Regular</b>	70

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Alchemist Tonegawa	Infantry	6"	4	2	<b>2 [BLACK]</b>	Tonegawa Launcher	Unique
Takeru Isamu	Infantry Officer	6"	4	2	<b>4 [RED]</b>	-	Combat Armour (1), Unique

<b>COMMAND ABILITIES</b>	Takeru Isamu may issue Standard Orders only.
--------------------------	--

## ASHIGARU COMBAT SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	An Ashigaru Combat Section may contain between <b>5 to 10</b> Ashigaru.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Combat Section must be of the same Experience Level: Each <b>Militia</b> Ashigaru costs <b>20</b> Points. Each <b>Regular</b> Ashigaru costs <b>30</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Ashigaru	Infantry	6"	4	1	<b>3 [BLACK]</b>	Dragon's Breath Shotgun	Gas Grenades
Ashigaru Specialist	Infantry	6"	4	1	<b>3 [BLACK]</b>	Rocket Projector	Gas Grenades
Gun Team	Infantry	6"	4	2	<b>3 [BLACK]</b>	Type 9 'Fireball' MMG [F-180°]	Cumbersome, Move or Fire
Army Medic	Infantry	6"	3	1	<b>1 [BLACK]</b>	-	Medic (6+)
Flag Signaller	Infantry	6"	4	1	<b>1 [BLACK]</b>	-	Spotter

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Specialists</b>	1 Ashigaru may be upgraded to Ashigaru Specialist armed with a Rocket Projector, replacing any other weapons.	0-1	+10 Points
<b>Gun Teams</b>	2 Ashigaru may be upgraded to form a Gun Team: These Ashigaru <b>both</b> exchange their Dragon's Breath Shotgun to crew a single Type 9 'Fireball' MMG.	0-1	+10 Points per Team
<b>Section Attachment</b>	In addition to the Section's complement of Ashigaru, a Medic may be added.	0-1	+15 Points
	In addition to the Section's complement of Ashigaru, a Flag Signaller may be added.	0-1	+30 Points
<b>Transport</b>	Up to 2 KOTE Transports may be added to this Section.	0-2	+40 Points Each

## ASHIGARU ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	An Ashigaru Assault Section may contain between <b>5 to 10</b> Ashigaru.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Assault Section must be of the same Experience Level: Each <b>Militia</b> Ashigaru costs <b>20</b> Points. Each <b>Regular</b> Ashigaru costs <b>30</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Ashigaru	Infantry	6"	4	1	<b>3 [BLACK]</b>	Dragon's Breath Shotgun	Gas Grenades
Ashigaru Specialist	Infantry	6"	4	1	<b>3 [BLACK]</b>	Rocket Projector	Gas Grenades
Army Medic	Infantry	6"	3	1	<b>1 [BLACK]</b>	-	Medic (6+)
Flag Signaller	Infantry	6"	4	1	<b>1 [BLACK]</b>	-	Spotter

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Specialists</b>	Up to 2 Ashigaru may be upgraded to Ashigaru Specialists armed with a Rocket Projector, replacing any other weapons.	0-2	+10 Points Each
<b>Section Attachment</b>	In addition to the Section's complement of Ashigaru, a Medic may be added.	0-1	+15 Points
	In addition to the Section's complement of Ashigaru, a Flag Signaller may be added.	0-1	+30 Points
<b>Transport</b>	Up to 2 KOTE Transports may be added to this Section.	0-2	+40 Points Each

## ASHIGARU MMG SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	An Ashigaru MMG Section may contain between <b>5 to 10</b> Ashigaru.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a MMG Section must be of the same Experience Level: Each <b>Militia</b> Ashigaru costs <b>20</b> Points. Each <b>Regular</b> Ashigaru costs <b>30</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Ashigaru	Infantry	6"	4	1	<b>3 [BLACK]</b>	Dragon's Breath Shotgun	Gas Grenades
Gun Team	Infantry	6"	4	2	<b>3 [BLACK]</b>	Type 9 'Fireball' MMG [F-180°]	Cumbersome, Move or Fire
Army Medic	Infantry	6"	3	1	<b>1 [BLACK]</b>	-	Medic (6+)
Flag Signaller	Infantry	6"	4	1	<b>1 [BLACK]</b>	-	Spotter

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Gun Teams</b>	2 Ashigaru may be upgraded to form a Gun Team: These Ashigaru <b>both</b> exchange their Dragon's Breath Shotgun to crew a single Type 9 'Fireball' MMG.	0-1	+10 Points
	2 Ashigaru may be upgraded to form a SECOND Gun Team: These Ashigaru <b>both</b> exchange their Dragon's Breath Shotgun to crew a single Type 9 'Fireball' MMG.	0-1	+15 Points
<b>Section Attachment</b>	In addition to the Section's complement of Ashigaru, a Medic may be added.	0-1	+15 Points
	In addition to the Section's complement of Ashigaru, a Flag Signaller may be added.	0-1	+30 Points
<b>Transport</b>	Up to 2 KOTE Transports may be added to this Section.	0-2	+40 Points Each



## IMPERIAL RIFLES SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

<b>SECTION SIZE</b>	An Imperial Rifles Section may contain between <b>5 to 9</b> Riflemen.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in an Imperial Rifles Section must be of the same Experience Level: Each <b>Militia</b> Rifleman costs <b>15</b> Points. Each <b>Regular</b> Rifleman costs <b>25</b> Points. Each <b>Veteran</b> Rifleman costs <b>30</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Imperial Rifleman	Infantry	6"	3	1	<b>1 [BLACK]</b>	Teppo Rifle	-
Imperial Specialist	Infantry	6"	4	2	<b>1 [BLACK]</b>	Marksman's Teppo	-
Imperial Sergeant	Infantry	6"	3	2	<b>1 [BLACK]</b>	Dragon's Breath Shotgun	NCO (1)
Imperial Master Sergeant	Infantry	6"	4	2	<b>2 [BLACK]</b>	Dragon's Breath Shotgun	NCO (2)
Medic	Infantry	6"	3	1	<b>1 [BLACK]</b>	-	Medic (6+)

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Imperial Rifleman may be upgraded to be an NCO chosen from the following: • An Imperial Sergeant. • An Imperial Master Sergeant.	0-1	+5 Points for a Sergeant  +20 points for a Master Sergeant
<b>Specialists</b>	Up to 2 Rifleman may be upgraded to Rifleman Specialists armed with a Marksman Teppo Rifles, replacing any other	0-2	+5 Points per Model
<b>Section Attachment</b>	In addition to the Section's complement of Ashigaru, a Medic may be added. may be added.	0-1	+15 Points
<b>Field Equipment</b>	This Section may be upgraded to have Gas Grenades.	X	+2 Points per Model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
<b>Transport</b>	Up to 2 KOTE Transports may be added to this Section.	0-2	+40 Points Each

## SHINOBI ASSASSIN ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Shinobi Assault Section may contain between <b>3 to 4</b> Shinobi Assassins.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All Models in a Section must be of the same Experience Level: Each <b>Veteran</b> Shinobi Assassin costs <b>60</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Shinobi Assassin	Infantry	7"	3	2	<b>5 [RED]</b>	Shuriken	Battle Hardened, Infiltrators, Stealthy, Swift Strike
Shinobi Kyudoka	Infantry	7"	3	2	<b>3 [RED]</b>	Yumi Bow	Battle Hardened, Infiltrators, Smoke Launcher (2), Stealthy, Swift Strike

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>Specialists</b>	1 Shinobi Assassin may be upgraded to a Shinobi Kyudoka armed with a Yumi Bow and Smoke Launcher (2) arrows.	0-1	+20 Points per Model

## ROCKET CORPS ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Rocket Corp Section may contain <b>2 to 4</b> Rocket Corp Samurai.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Veteran</b> Rocket Corps Samurai costs <b>65</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Samurai	Jetpack	9"	4	2	<b>5 [BLUE]</b>	-	Battle Hardened, Combat Armour (1), Daunting, Elusive Target, Gas Grenades

## ASHIGARU MMG SUPPORT SECTION

These Sections occupy the Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	An Ashigaru MMG Support Section may contain between <b>2 to 9</b> Ashigaru.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a MMG Section must be of the same Experience Level: Each <b>Militia</b> Ashigaru costs <b>20</b> Points. Each <b>Regular</b> Ashigaru costs <b>30</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Ashigaru	Infantry	6"	4	1	<b>3 [BLACK]</b>	Dragon's Breath Shotgun	Gas Grenades
Gun Team	Infantry	6"	4	2	<b>3 [BLACK]</b>	Type 9 'Fireball' MMG [F-180°]	Cumbersome, Move or Fire
Flag Signaller	Infantry	6"	4	1	<b>1 [BLACK]</b>	-	Spotter

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>Gun Teams</b>	2 Ashigaru may be upgraded to form a Gun Team: These Ashigaru <b>both</b> exchange their Dragon's Breath Shotgun to crew a single Type 9 'Fireball' MMG.	0-1	+10 Points
	2 Ashigaru may be upgraded to form a SECOND Gun Team: These Ashigaru <b>both</b> exchange their Dragon's Breath Shotgun to crew a single Type 9 'Fireball' MMG.	0-1	+15 Points
	2 Ashigaru may be upgraded to form a THIRD Gun Team: These Ashigaru <b>both</b> exchange their Dragon's Breath Shotgun to crew a single Type 9 'Fireball' MMG.	0-1	+20 Points
<b>Section Attachment</b>	In addition to the Section's complement of Linemen, a Flag Signaller may be added.	0-1	+30 Points
<b>Transport</b>	Up to 2 KOTE Transports may be added to this Section.	0-2	+40 Points Each

## FIELD GUN SECTION

These Sections occupy the Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	1 Type-17 Launcher. 2 to 5 Imperial Riflemen to act as Gun Crew.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	A <b>Regular</b> Field Gun costs <b>90</b> Points. Each <b>Regular</b> Gun Crew costs <b>25</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Gun Crew	Infantry	6"	3	1	1 [BLACK]	Teppo	-
Flag Signaller	Infantry	6"	4	1	1 [BLACK]	-	Spotter

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Field Gun	Small Ironclad	3"	5/2/2	2	Type-17 Launcher [F-90°]	Move or Fire

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>Section Attachment</b>	In addition to the Section's complement of Linemen, a Flag Signaller may be added.	1	+30 Points
<b>Field Equipment</b>	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and its benefits are lost for the remainder of the game.	1	+10 Points
<b>Transport</b>	If a Section requires no more than 6 spaces in a Transport, then 1 Kote-APC may be added to the Section.	1	+40 Points

**NOTE:** A Commander must announce which Munition the Field Gun is loaded with (HP or AP) at the beginning of the Field Gun's activation.

## KOTE APC

This Model can be added as an upgrade to certain Sections.

<b>SECTION SIZE</b>	1 Kote APC.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each Kote APC costs <b>40</b> Points. Each Section will dictate whether a Kote can be added.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Kote APC	Regular Ironclad	8"	4/4/3	3	-	Open Topped, Transport (6)

## KE-HO HEAVY IRONCLAD SECTION

These Sections occupy the Heavy Support Slots in the Platoon Structure.

<b>SECTION SIZE</b>	1 Ke-Ho Tank.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Regular</b> Ke-Ho Tank costs <b>350</b> Points. Each <b>Veteran</b> Ke-Ho Tank costs <b>400</b> Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Ke-Ho	Heavy Ironclad	6"	9/9/9	4	Howitzer [F-90] Sponson [L-90°] Sponson [R-90°]	Independent Firing, NCO (1), Spotter

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Transport	A He-Ho Large Ironclad <b>MUST</b> equip its Sponsons with a <b>pair</b> of the following Weapons:		
	'Dragon's Wrath' Flamethrowers.	Pair	No additional points.
	Type 19 Heavy Machine Guns.	Pair	+10 Points
	'Kawachi-Kampon' Rocket Pods.	Pair	+10 Points

## RYUMA STEAMBIKE SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Ryuma Steambike Section may contain between <b>2</b> to <b>4</b> Models.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Regular</b> Ryuma Steambike costs <b>75</b> Points. Each <b>Veteran</b> Ryuma Steambike costs <b>90</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Ryuma Steambike	Cavalry	10"	4	2	<b>5 [RED]</b>	Tiger Claw Shotgun [F-90°]	Gas Grenades, Skimming

**NOTE:** The Ryuma Steambike Section may move through enemy Sections as per the rules for Ironclad Collisions on Page 108 of the Legions 2.0 Core Rule Book, and may still make a Hit and Run attack when doing so (see Page 96 for details on this).

## WEAPON STATISTICS

Empire of the Blazing Sun (EotBS)

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Kappon Pistol	0-8"	-	2 [BLUE]	-	2 [RED]	-	CQB Weapon, Small Arm
Dragon's Breath Shotgun	0-8"	9-16"	2 [RED]	2 [BLACK]	1 [BLUE]	-	CQB Weapon, Small Arm
Shuriken	0-8"	-	2 [BLUE]	-	-	-	CQB Weapon, Small Arm
Tiger's Claw Shotgun	1-8"	-	3 [RED]	-	2 [BLUE]	-	Blast, Small Arm
Tonegawa Launcher	1-16"	17-24"	8 [RED]	6 [RED]	2 [BLUE]	2 [BLUE]	Rapid Fire (2)
Rocket Projector	1-16"	-	2 [BLUE]	-	5 [RED]	-	Armour Piercing (1)
Type 9 'Fireball' MMG	1-16"	17-24"	5 [RED]	5 [BLUE]	5 [BLUE]	5 [BLACK]	Spray and Pray
Teppo Rifle	1-24"	25-32"	2 [BLUE]	1 [BLUE]	1 [BLACK]	-	Small Arm
Marksman's Teppo	1-24"	25-40"	4 [BLUE]	2 [BLUE]	1 [BLUE]	-	Small Arm, Sniper
Yumi Bow	1-16"	17-24"	5 [BLUE]	4 [BLUE]	-	-	Small Arm, Sniper
Type-17 Launcher (AP)	6-16"	17-32"	-	-	10 [RED]	14 [RED]	Rapid Fire (2)
Type-17 Launcher (HE)	6-16"	17-32"	10 [RED]	14 [RED]	-	-	IDF Weapon, Rapid Fire (2), Suppression
Howitzer	1-16"	17-32"	10 [RED]	8 [RED]	12 [RED]	12 [BLUE]	Blast, IDF Weapon, Spray and Pray, Suppression
Type 19 HMG	1-16"	17-32"	5 [BLUE]	4 [BLUE]	8 [BLUE]	5 [BLACK]	Armour Piercing (2)
'Dragon's Wrath' Flamethrower	1-12"	-	8 [RED]	-	6 [BLUE]	-	Blast, Spray and Pray
Rocket Pods	18-32"	33-40"	5 [RED]	5 [BLUE]	4 [BLUE]	4 [BLACK]	IDF Weapon, Rapid Fire (1), Suppression