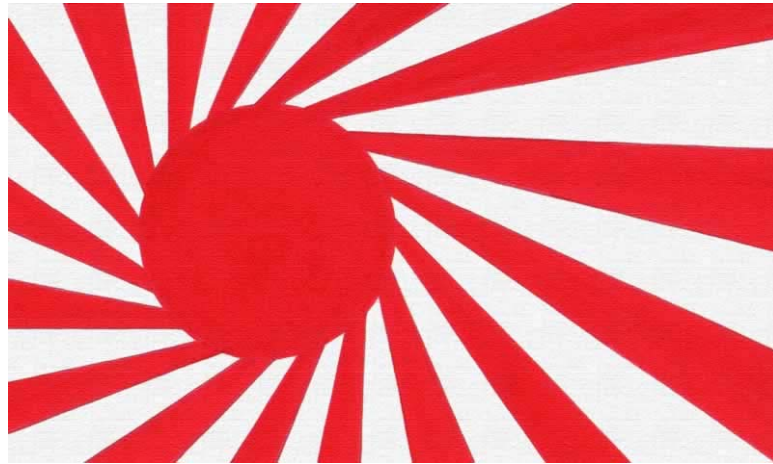


This document contains Model statistics for the **Empire of the Blazing Sun**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

These statistics have been made available as a free download to support the **Commodore** and **Admiral Edition Rulebooks**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at [www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



**Last Updated 28.09.2015**

# EMPIRE OF THE BLAZING SUN

## EMPIRE OF THE BLAZING SUN

### UNIVERSAL RULES

- All Empire of the Blazing Sun Models with Rocket Ordnance have the *Incendiary (Rocket)* Munitions Type.
- All Empire of the Blazing Sun Models with Primary Weaponry (P) have the *Incendiary (Primary Weapons)* Munitions Type.
- In some places, the Empire of the Blazing Sun is abbreviated as **EoBS** in the Force Guide.

## EMPIRE OF THE BLAZING SUN

### COMMODORES

#### Command Abilities

Each Game Turn an Empire of the Blazing Sun player can have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** – One Model within 8” of the Commodore’s Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** – One Model within 8” of the Commodore’s Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** – A Squadron within 8” of the Commodore’s Model may re-roll a single failed Disorder Test.

#### Commodore Doctrines

In addition to their Command Abilities, all Empire of the Blazing Sun Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Empire of the Blazing Sun.

- **Shadow Tactics** – This Ability may be activated during the Command Segment of a Commodore’s Activation. No Tactical Action Cards played by either side may be used on any Squadron with a member within 8” of the Commodore’s Model (including the Commodore himself)!
- **Coordinated Attack** – This Ability may be activated during the Command and Control Step of the Command Segment in a Squadron’s Activation, provided a member of the Squadron is within 8” of the Commodore’s Model. The Squadron may ignore the restrictions for being Disordered when determining Firing Options with Targeted Gunnery or Boarding Actions.

## **EMPIRE OF THE BLAZING SUN** **BATTLE GROUP RULES**

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for **FREE** during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

### **NAVAL BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Kiyohime Assault Carrier	1x Kaiju Heavy Battleship	1x Muzuchi Battle Cruiser  3x Honshu Cruisers * <i>(*Any combination of Marks)</i>	4x Uwatsu Frigates  5x Fujin Corvettes	None	None
<b>Free Tactical Action Card – Tally-Ho!</b> <i>[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]</i>					

### **ARMoured BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Taka-Ashi Heavy Walker* <i>(*Any Mark)</i>  1x Ryuo Robot Hover Squid	3x Ronin Medium Walkers* <i>(*Any combination of Marks)</i>  3x Chi Ri Medium Tanks  3x Ho-I Bombards	5x Ke-Ho Small Tanks  4x Bansan Light Walkers	None	None
<b>Free Tactical Action Card – Tally-Ho!</b> <i>[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]</i>					

**AERIAL BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Tenkei Sky Fortress	None	3x Inari Scout Gyros	5x Tetsubo Interceptors	None	None

**Free Tactical Action Card – Tally-Ho!**

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

**SHADOWHUNTER BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Wani Forward Deployment Base	1x Kaiju Heavy Battleship	1x Wani Terror Ship  3x Honshu Cruisers* [Any combination of Marks]	4x Uwatsu Frigates  5x Fujin Corvettes	None	5x Support Aircraft Wings [Organised into a single squadron*]  *Squadron may contain an Ace*

**Free Tactical Action Card – Operation Shadowhunter**

[Note: This is the only means by which the Operation Shadowhunter TAC may be taken in a Deck]

**STRIKE FLOTILLA BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Raijin HQ War Gyro	3x Arashi Support Cruisers	5x Zarigani Small Robots	None	None

**Free Tactical Action Card – Devastating Barrage**

**SUPPORT FLOTILLA BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Kiyohime Assault Carrier	None	None	6x Kitsune Escorts	None	None

**Free Tactical Action Card – Combat Repair**

**HUNTING FLOTILLA BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	2x Ika Mechanical Squids	None	5x Fujin Corvettes	None	None
<b>Free Tactical Action Card – Stoke The Engines</b>					

**BOMBARDMENT BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Suzaku Heavy Bombers	4x Sui Heavy Destroyers	None	None
<b>Free Tactical Action Card – Flank Speed!</b>					

**BATTLE FLOTILLA BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Hachiman Dreadnought	None	3x Tanuki Gunships	4x Yurgi Destroyers  3x Kitsune Escorts	None	None
<b>Free Tactical Action Card – Battlefield Repair</b>					

**ARMoured WALKER ASSAULT BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Taka Ashi/O-I 'Miage-Nyudo' Heavy Walker	3x Ronin Heavy Walkers	3x Myobu Light Gyro Tanks  6x Bansan Small Walkers	None	None
<b>Free Tactical Action Card – No Quarter</b>					

<b>GROUND FORTIFICATIONS BATTLE GROUP</b>					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Empire Bunker Complex	None	2x Empire Towers	None	None	None
<b>Free Tactical Action Card – Radio Intercept</b>					

<b>MOBILE AIRFIELD GROUP BATTLE GROUP</b>					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Kagoshima Mobile Airfield	None	None	None	None	None
<b>Free Tactical Action Card – Lost Orders</b>					

## **EMPIRE OF THE BLAZING SUN** **SPECIALIST GROUP SQUADRONS**

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

### Shugoshin Squadron

Squadron MUST contain:

2x Honshu MkII Cruisers

(Parent Models)

+ 1x Tanuki Armoured Cruiser

(Attached Model)

### Moeru-Sora Squadron

Squadron MUST contain:

1x Arashi Rocket Support Cruiser

(Parent Model)

+3x Yurigi Destroyers

(Attached Models)

### Isonade Squadron

1x Ika Robot Squid

(Parent Model)

4x Zarigani Light Robot Squid

(Attached Model)

### Moeru-Sandā Squadron

Squadron MUST contain:

1x Miagea Nyudo Heavy Walker

(Parent Model)

+3x Bansan Small Walkers

(Attached Models)

### Tengoku Squadron

Squadron MUST contain:

3x Ho-I Bombards

(Parent Models)

+ 1x Recon Infantry

(Attached Model)

*\*The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.\**

### Moeru Ōkami Squadrons

Squadron MUST contain:

1x Kechibi Heavy Bomber

(Parent Model)

+3x Tetsubo Small Interceptors

(Attached Models)

### Denka-o-Moyasu Squadron

Squadron MUST contain:

2x Inari Scout Gyro

(Parent Models)

+ 1 Onryo Support Gyro

(Attached Model)

## EMPIRE OF THE BLAZING SUN NAVAL FORCES

Empire of the Blazing Sun		Hachimán				Points	285	
Dreadnought					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	15	13	9	5	7	14	6"	10
Rocket Battery (T)	-	8	9	10	AP	AA	CC	IR
P/S Rockets (T)	-	6	7	8	11	7	8	9
Fore Torpedoes (T)	13	12	-	-				

### MASSIVE CAPITAL NAVAL MODEL

Minimum Move: 2"  
 Turning Template: Large  
 Turn Limit: 0"  
 Squadron Size: 1

**Model Assigned Rules:** Faster Torpedoes, Hull Breaker (Ram Action, D3), Sharp Turn, Strategic Value (100)  
**Options:** This Model MAY be fitted with up to ONE External Generator chosen from the following list for an additional +20 points:

- Disruption (16") Generator
- Shield (3) Generator

This Model MAY be fitted with up to ONE Internal Generator chosen from the following list for an additional +25 points:

- Tesla (8") Generator
- Sonic (12") Generator

This Model is equipped with the Incendiary (All Ordinance Weapons) Munitions Type

**Weaponry Arcs:**  
 TWO Main Turrets (P) have a 270-degree Fore Fire Arc  
 ONE Main Turret (P) has a 270-degree Aft Fire Arc  
 The Rocket Battery (T) has a 360-degree Fire Arc  
 The Fore Torpedoes (T) have a Fore Fixed Channel  
 The P/S Rockets (T) have a Broadside Fire Arc



Empire of the Blazing Sun				Kaijū				Points	225
Heavy Battleship					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	15	13	9	5	6	12	6"	9	
Fore Torpedoes (T)	10	9	-	-	AP	AA	CC	IR	
P/S Guns (S)	10	8	6	4	10	5	6	8	
Rocket Turret (T)	5	6	7	-					
Node Projector	-	(x)	(x)	-					

## LARGE CAPITAL NAVAL MODEL

Minimum Move: 2"  
Turning Template: Large  
Turn Limit: 0"  
Squadron Size: 1

Model Assigned Rules: Faster Torpedoes, High Angle (Main Turret), Sharp Turn  
Options: This Model is fitted with an Internal Disruption (8") Generator for no additional points.  
This Model is fitted with an External Sonic (8") Generator for no additional cost.  
This Model may replace the External Sonic (8") Generator for an External Shield (2) Generator for an additional +10 points.  
This Model may upgrade its Crew Type from Regular to Elite for +15 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc  
ONE Main Turret (P) has a 270-degree Aft Fire Arc  
ONE Rocket Turret (T) has a 270-degree Fore Fire Arc  
ONE Rocket Turret (T) has a 270-degree Aft Fire Arc  
The Fore Torpedoes (T) have a Fore Fixed Channel  
The P/S Guns (S) each have P/S Fixed Channel Fire Arcs  
ONE Node Projector (Disruption) has a 360-degree Arc of Fire

Empire of the Blazing Sun				Kiyohime				Points	150
Assault Carrier					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	13	11	9	5	6	9	7"	9	
P/S Guns (S)	9	7	5	3	AP	AA	CC	IR	
Fore Torpedoes (T)	9	8	-	-	8	5	5	7	

## MASSIVE CAPITAL NAVAL MODEL

Minimum Move: 2"  
Turning Template: Large  
Turn Limit: 0"  
Squadron Size: 1

Model Assigned Rules: Carrier (6), Faster Torpedoes, Fuel Reserves, Rugged Construction (1), Sharp Turn, Strategic Value (50)  
Options: This Model is fitted with an Internal Disruption (12") Generator for no additional points.  
This Model is equipped with the Incendiary (All Weapons) Munitions Type  
This Model may upgrade its Crew Type from Regular to Stoic for +10 points  
Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc  
The P/S Guns (S) each have P/S Fixed Channel Fire Arcs  
The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Empire of the Blazing Sun				Sokotsu			Points	180
Battleship					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	11	7	3	6	12	7"	8
P/S Guns (S)	10	8	6	4	AP	AA	CC	IR
Rocket Battery (T)	-	8	9	10	10	6	5	7
Fore Torpedoes (T)	10	9	-	-				

**LARGE CAPITAL NAVAL MODEL**

Minimum Move: 2"  
Turning Template: Large  
Turn Limit: 0"  
Squadron Size: 1

Model Assigned Rules: Faster Torpedoes, Sharp Turn

Options: This Model is fitted with one of the following Generators:

- External Disruption (8") for no additional points
- Sonic (12") Generator for no additional points
- Shield (2) Generator for an additional +10 points.

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc  
ONE Main Turret (P) has a 270-degree Aft Fire Arc  
The Rocket Battery (T) has a 360-degree Fire Arc  
The Fore Torpedoes (T) have a Fore Fixed Channel  
The P/S Guns (S) each have P/S Fixed Channel Fire Arcs

Empire of the Blazing Sun				Yūrei			Points	160
Terror Ship					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Flamethrower (T)	10	-	-	-	6	9	8"	7
Bombard Rocket Battery (T)	7	9	11	-	AP	AA	CC	IR
P/S Broadside (S)	9	6	4	2	5	6	5	4

**MEDIUM NAVAL CAPITAL MODEL**

Minimum Move: 2"  
Turning Template: Medium  
Turn Limit: 0  
Squadron Size: 1

Model Assigned Rules: Hit and Run, Sharp Turn, Terror Tactics (D3+2), Terrifying (Boarding).

Options: This Model has Corrosive (Heavy Flamethrower) Munitions Type  
This Model is fitted with an External Phase Generator for no additional cost.  
This Model is fitted with an Internal Sonic (8") Generator for no additional cost.

Weaponry Arcs: ONE Heavy Flamethrower (T) has a Fore Fixed Channel Fire Arc  
ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc  
The P/S Broadside (S) have a Broadside Fire Arc

**Special Rules:**

**Phase Generator** - This Generator has a continuous effect. Any weapon firing at this Model protected by the Phase Generator is ALWAYS considered to be Partially Blocked, even if the weapon is Indiscriminate. Whenever a Model with a functioning Phase Generator becomes the target of an Aggressive Boarding Action it is considered to have the Security Posts (4) Model Assigned Rule.

In addition, no Model may ever announce a Ram Action against a Model with a functioning Phase Generator, and should this Model make contact, it should assume to have collided with it instead. Offensive Generators are UNAFFECTED by the Phase Generator.

Empire of the Blazing Sun		Mizuchi				Points	120	
Battle Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	11	9	7	3	5	8	8"	6
Fore Torpedoes (T)	8	7	-	-	AP	AA	CC	IR
P/S Guns (S)	9	7	5	3	6	4	4	5

**MEDIUM CAPITAL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: Combat Patrol, Faster Torpedoes, Sharp Turn, Strategic Value (25)  
 Options: This Model has the Incendiary (Secondary Weapons) Munitions Type  
 This Model is fitted with an External Generator chosen from the following:  
 Disruption (8"), Shield (2), OR Sonic (8") Generator for no additional points.  
 This Model may upgrade its Crew Type from Regular to Aggressive for +10 points  
 Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc  
 ONE Main Turret (S) has a 270-degree Aft Fire Arc  
 The Fore Torpedoes (T) have a Fore Fixed Channel  
 The P/S Guns (S) each have P/S Fixed Channel Fire Arcs

Empire of the Blazing Sun		Ika Mechanical Squid				Points	105	
Diving Robot					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	10	8	6	4	6	9	8"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	8	2	7	4

**LARGE CAPITAL DIVING ROBOT**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: Hull Breaker (Boarding Only, +1), Rugged Construction (1), Sustained Assault (3)  
 Options: None  
 Weaponry Arcs: The Fore Guns (S) have a 360-degree Fire Arc

Empire of the Blazing Sun				<b>Arashi</b>			Points	90
Rocket Support Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Battery (T)	-	4	5	6	5	7	8"	5
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	2	3

**MEDIUM CAPITAL NAVAL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: Attachment (EoBS, Medium+Large, I), Sharp Turn.  
 Options: None.  
 Weaponry Arcs: TWO Rocket Batteries (T) have a Fore Fixed Channel Fire Arc

Empire of the Blazing Sun				<b>Tanuki</b>			Points	85
Armoured Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	9	7	5	-	4	8	10"	5
Rocket Battery (T)	-	5	6	7	AP	AA	CC	IR
Fore Torpedoes (T)	7	6	-		6	5	4	3

**MEDIUM CAPITAL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: Faster Torpedoes, Sharp Turn.  
 Options: None  
 Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc  
 ONE Rocket Battery (T) has a 360-degree Fire Arc  
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Empire of the Blazing Sun				Honshu				Points	70
Cruiser				Crew Type: Regular					
RB	1	2	3	4	DR	CR	MV	HP	
P/S Guns (S)	9	6	4	2	4	7	9"	5	
Fore Torpedoes (T)	6	5	-	-	AP	AA	CC	IR	
Main Turret (S)	7	5	4	-	4	3	2	4	
Rocket Battery (T)	-	4	5	6					
Node Projector	-	(x)	(x)	-					

**MEDIUM CAPITAL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: Faster Torpedoes, Sharp Turn  
 Options: The Squadron can be formed from any combination of the following Marks:  
 Mkl This Model gains the Advanced Engines (+1") and Terror Tactics (2) MARs and a **Rocket Battery (T)**  
 This Model may upgrade its Crew Type from Regular to Aggressive for +5 points  
 MklI This Model gains a **Main Turret (S)** for an additional +5 points  
 MklII This Model gains an Internal Disruption (8") Generator and **Node Projector**  
 Weaponry Arcs: The P/S Guns (S) each have P/S Fixed Channel Fire Arcs  
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arcs  
**ONE Main Turret (S) has a 270-degree Fore Fire Arc**  
**ONE Rocket Battery (T) has a 360-degree Fire Arc**  
**ONE Node Projector (Disruption) has a 360-degree Fire Arc**

Empire of the Blazing Sun				Nakatsu				Points	55
Light Cruiser				Crew Type: Regular					
RB	1	2	3	4	DR	CR	MV	HP	
P/S Guns (S)	8	6	4	-	4	7	10"	4	
Rocket Battery (T)	-	3	4	5	AP	AA	CC	IR	
Fore Torpedoes (T)	5	4	-	-	3	3	2	3	

**MEDIUM NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: Faster Torpedoes, Sharp Turn, Terror Tactics (2)  
 Options: None  
 Weaponry Arcs: **ONE Rocket Battery (T) has a 360-degree Fire Arc**  
 The Fore Torpedoes (T) have a Fore Fixed Channel  
 The P/S Guns (S) each have P/S Fixed Channel Fire Arcs

Empire of the Blazing Sun				<b>Sui</b>				Points	45
Heavy Destroyer					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Torpedoes (T)	7	6	-	-	4	6	10"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	2	3	3	

**SMALL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Small  
 Turn Limit: 0"  
 Squadron Size: 2-4

Model Assigned Rules: Faster Torpedoes, Pack Tactics (Fore Torpedoes, +1), Sharp Turn, Small Target, Terror Tactics (1)

Options: This Model is equipped with the Incendiary (Fore Torpedoes) Munitions Type

Weaponry Arcs: The Fore Torpedoes (T) have a Fore Fixed Channel

Empire of the Blazing Sun				<b>Yurgi</b>				Points	40
Destroyer					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Gun (S)	5	3	1	-	3	6	12"	2	
Rocket Battery (T)	4	5	6	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	2	

**SMALL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Small  
 Turn Limit: 0"  
 Squadron Size: 2-4

Model Assigned Rules: Pack Tactics (Rockets, 1), Sharp Turn, Small Target

Options: None

Weaponry Arcs: The Fore Gun (S) has a Fixed Channel Fire Arc  
 ONE Rocket Battery (T) have a 270-degree Fore Fire Arc.

Empire of the Blazing Sun					Uwatsu		Points	30
Frigate					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Turret (S)	5	3	2	-	3	6	12"	2
P/S Guns (S)	4	3	2	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

**SMALL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Small  
 Turn Limit: 0"  
 Squadron Size: 2-4

Model Assigned Rules: Small Target, Sharp Turn  
 Options: None  
 Weaponry Arcs: The Fore Turret (S) has a 270-degree Fore Fire Arc  
 The P/S Guns (S) have a P/S Fixed Channel Fire Arc

Empire of the Blazing Sun					Kitsune		Points	25
Rocket Escort					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Battery (T)	2	3	4	-	3	6	9"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	2

**SMALL NAVAL ESCORT MODEL**

Minimum Move: 2"  
 Turning Template: Small  
 Turn Limit: 0"  
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (EoBS, Large & Massive, 3), Elusive Target, Sharp Turn, Small Target  
 Options: None  
 Weaponry Arcs: ONE Rocket Battery (T) has a 360-degree Fire Arc

Empire of the Blazing Sun		Zarigani Mechanical Squid				Points	20	
Small Naval Robot					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Type-71 Flamethrower (T)	3	-	-	-	3	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	1	1

**SMALL NAVAL DIVING ROBOT**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 3-5

Model Assigned Rules: Elusive Target, Small Target  
 Options: This Model has the Corrosive (Type-71 Flamethrower) Munitions Type  
 Weaponry Arcs: ONE Type-71 Flamethrower (T) has a Fore Fixed Channel Fire Arc

Empire of the Blazing Sun		Fujin				Points	20	
Corvette					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Fore Turret (S)	5	3	2	-	3	4	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1

**SMALL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Small  
 Turn Limit: 0"  
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Sharp Turn, Small Target  
 Options: None  
 Weaponry Arcs: The Fore Turret (S) has a 270-degree Fore Fire Arc



## EMPIRE OF THE BLAZING SUN AERIAL FORCES

Empire of the Blazing Sun		Raijin				Points	165	
Command Gyro					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	15	13	11	8	6	10	7"	8
Rocket Turret (T)	4	6	8	-	AP	AA	CC	IR
Broadside Rockets (T)	5	7	9	-	7	7	4	5
Node Projector	-	(x)	(x)	-				

### LARGE CAPITAL AERIAL MODEL

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 1

Model Assigned Rules: Sharp Turn, Strategic Value (50)  
 Options: This Model is fitted with an Internal Disruption (12") Generator for no additional cost.  
 This Model may upgrade to have the Squadron Support (EoBS, Zarigani, 3) Model Assigned Rule for an additional +40 points  
 Weaponry Arcs: ONE Main Turret (P) with a 270-degree Fore Fire Arc  
 ONE Rocket Turret (T) with a 270-degree Fore Fire Arc  
 The Broadside Rockets (T) have a Broadside Fire Arc  
 ONE Node Projector (Disruption) has a 360-degree Fire Arc

Empire of the Blazing Sun		Tenkei				Points	150	
Gyro Sky Fortress					Crew Type: Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	12	10	9	-	6	11	6"	10
Rocket Battery (T)	7	9	10	-	AP	AA	CC	IR
Bomb Bay (T)	5	-	-	-	8	6	5	4

### MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bay), Carrier (6), Fuel Reserves, Sharp Turn, Strategic Value (50)  
 Options: This Model is equipped with the Incendiary (All Ordnance Weapons) Munitions Type  
 Weaponry Arcs: The Fore Guns (S) have a Fore Fixed Channel Fire Arc  
 ONE Rocket Battery (T) has a 360-degree Fire Arc  
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Empire of the Blazing Sun				Tsukuyomi			Points	145
War Gyro				Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	11	8	4	6	10	7"	8
P/S Rockets (T)	5	7	9	-	AP	AA	CC	IR
Bomb Bay (T)	5	-	-	-	7	7	3	6

**LARGE CAPITAL FLYING MODEL**

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bay), Security Posts (2), Sharp Turn  
 Options: This Model may upgrade to have an Internal Sonic (8") OR Disruption (8") Generator for an additional +10 points

Weaponry Arcs: ONE Main Turret (P) have a 270-degree Fore Fire Arc  
 ONE Main Turret (P) have a 270-degree Aft Fire Arc  
 The P/S Rockets (T) has a Broadside Fire Arc  
 THREE Bomb Bays (T) have 2" Range and a 360-degree Fire Arc

Empire of the Blazing Sun				Suzaku			Points	120
Heavy Bomber				Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Wing Rocket Battery (T)	6	7	8	-	5	8	10"	6
Bomb Bay (T)	10	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	6	3	3

**MEDIUM CAPITAL FLYING MODEL**

Minimum Move: 4"  
 Turning Template: 45-degree  
 Turn Limit: 2"  
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bays), Combat Patrol, Hunter (Surface, Bomb Bay, +1), Momentum, Squadron Support (EOBS: SAW Fighters, 3)

Options: This Model has the Incendiary (Bomb Bays) Munitions Type  
 Weaponry Arcs: ONE Wing Rocket Battery (S) has a 270-degree Port Fire Arc  
 ONE Wing Rocket Battery (S) has a 270-degree Starboard Fire Arc  
 TWO Bomb Bays (T) has a 2" Range and a 360-degree Fire Arc

Empire of the Blazing Sun		Inari				Points	75	
Scout Gyro					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	8	6	4	-	4	7	8"	5
P/S Rockets (T)	4	5	7	-	AP	AA	CC	IR
Bomb Bay (T)	6	-	-	-	4	4	2	3

**MEDIUM AERIAL CAPITAL MODEL**

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 2-3

Model Assigned Rules: Sharp Turn, Spotter (Regular), Stratospheric Flyer  
 Options: This Model has the Incendiary (Main Turret) Munitions Type  
 Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc  
 The P/S Rockets (T) have a Broadside Fire Arc  
 ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

Empire of the Blazing Sun		Onryo				Points	75	
Support Gyro					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	8	6	4	-	4	7	8"	5
Bomb Bay (T)	5	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	2	3

**MEDIUM AERIAL CAPITAL MODEL**

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 1-3

Model Assigned Rules: Sharp Turn, Stratospheric Flyer  
 Options: This Model has an External Disruption (8") OR Sonic (8") Generator for no additional cost  
 This Model is equipped with the Incendiary (All Ordnance Weapons) Munitions Type  
 Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc  
 ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

Empire of the Blazing Sun				DFA- 170			Points	60
Bomber					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Rockets (T)	4	5	7	-	4	7	10"	4
Bomb Bay (T)	8	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	2	2

**MEDIUM FLYING MODEL**

Minimum Move: 4"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 2-3

Model Assigned Rules: Momentum  
 Options: None  
 Weaponry Arcs: The Fore Rockets (T) have a Fore Fixed Channel  
 ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

Empire of the Blazing Sun				Tetsubo			Points	30
Small Interceptor					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Rockets (T)	3	4	5	-	3	6	13"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

**SMALL AERIAL MODEL**

Minimum Move: 4"  
 Turning Template: 45-degree  
 Turn Limit: 0"  
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvres (+1), Hunter (Aerial, Fore Rockets, +1), Momentum, Small Target  
 Options: None  
 Weaponry Arcs: The Fore Rockets (T) have a 90-degree Fore Fire Arc

**SUPPORT AIRCRAFT**  
**SQUADRON RULES**

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Swarm Tactics Hunter (Aerial, +1)	2	1
Torpedo Bomber	14"	3	1	Hunter (Diving, +2) Faster Torpedoes	2	1
Dive Bomber	12"	3	1	Hunter (Surface, +1)	2	1
Reconnaissance Plane	16"	0	2	Spotter (Regular)	2	1

Imperial Aces: The following Support Aircraft Squadrons in the Empire of the Blazing Sun Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Torpedo Bomber.

## EMPIRE OF THE BLAZING SUN ARMOURED FORCES

Empire of the Blazing Sun				Ayakashi				Points	350
Dreadnought-Robot					Crew Type: Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Head Mounted Heavy Flamethrowers (T)	12	10	-	-	8	14	9"	10	
<b>Fist Rocket Launcher (T)</b>	<b>10</b>	<b>9</b>	<b>8</b>	<b>-</b>	AP	AA	CC	IR	
Back Mounted Rockets (T)	8	9	10	-	14	6	3	9	

### MASSIVE ARMOURED CAPITAL MULTI-PURPOSE ROBOT

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: All-Terrain, Crushing Impact (*Boarding*), Hull Breaker (*Boarding Only, +D3+1*), Strategic Objective (*150*), Terrifying (*Boarding Only*)

Options: The Model has an External Guardian (3, 8", *Protective=2*) Generator  
 The Ayakashi Robot may replace its Naginata Polearm for a pair of Fist Rocket Launchers for an additional +20 Points – If it does so it loses the **Hull Breaker MAR** and cannot execute any Battle Style Attacks listed below.

Weaponry Arcs: TWO Head Mounted Heavy Flamethrowers (T) have 180-degree Fore Fire Arcs  
 TWO Fist Mounted Rocket Battery (T) has a 270-degree Fore Fire Arc  
 TWO Back Mounted Rocket Batteries (T) has a 360-degree Fire Arc

Instead of making a standard Robot Boarding Attack, an Ayakashi Robot armed with a Naginata Polearm may elect to fight in a variety of battle-styles; each designed to maximise its killing potential against certain opponents. The EoBS player must announce which battle-style they intend to use at the start of the Boarding Segment. Battle-styles must be chosen from the following:

**Sōjutsu** – The Ayakashi may elect to make a flurry of piercing attacks using its mighty Naginata pole-arm, jabbing at its foes with great speed and precision. If the Ayakashi Robot chooses this battle style, should the robot destroy their original target in the attack, the EoBS player may nominate a second target in the same squadron within 4" of the Ayakashi to suffer a second attack from the robot at HALF the original AP used.

**Ikken-hisatsu** – The Ayakashi may elect to cut downwards using its Naginata with a catastrophic overhead cut that can literally carve a target in two! The Ayakashi Robot may only choose this battle-style when engaging a Large or Massive model on the *Surface* Height Level. All AP attacks executed using this battle-style count as being *Devastating* in nature – Use the dice-mechanic rules for *Devastating Munitions* to resolve the Robot Boarding attack.

**Ikejime** – The Ayakashi may elect to thrust its Naginata polearm deep beneath the waves or even the earth, attacking a target that would ordinarily be out of reach with a single spear-thrust. The Ayakashi Robot may choose this battle-style to engage a target occupying the *Deep Diving* Height Level. A target engaged while occupying this Height Band requires a 5+ to hit with no modifications.

Empire of the Blazing Sun		Kagoshima				Points	145	
Mobile Airfield					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	10	7	4	6	10	6"	9
P/S Broadships (S)	10	8	6	4	AP	AA	CC	IR
Rocket Battery (T)	-	8	9	10	8	6	5	6

**MASSIVE CAPITAL ARMoured MODEL**

Minimum Move: 0"  
 Turning Template: Large  
 Turn Limit: 3"  
 Squadron Size: 1

Model Assigned Rules: All Terrain, Carrier (6), Fuel Reserves, Security Posts (2), Strategic Value (50), Sustained Fire (Ack Ack, 2)

Options: Model is fitted with an External Disruption (8") OR External Shield (2) Generator for no additional points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc  
 ONE Rocket Battery (T) has a 360-degree Fire Arc

Empire of the Blazing Sun		Miagea Nyudo				Points	160	
Heavy Walker					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Battery (T)	-	10	11	12	5	9	6"	8
Knee Turret (S)	8	7	-	-	AP	AA	CC	IR
-	-	-	-	-	6	4	3	5

**LARGE CAPITAL ARMoured MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: All Terrain, Altered Silhouette (Massive), Security Posts (1), Spotter (Regular), Strategic Value (50)

Options: Model is fitted with an Internal Disruption (12") OR Shield (2) Generator for no points difference.

Weaponry Arcs: ONE Rocket Battery (T) has a 360-degree Fire Arc  
 FOUR Knee Turrets (S) have an off-set 180-degree Fire Arc

Empire of the Blazing Sun		Taka Ashi				Points	**	
Heavy Walker					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Knee Turret (S)	8	7	-	-	5	9	6"	7
Rocket Battery (T)	-	7	8	9	AP	AA	CC	IR
<b>Main Turret (P)</b>	<b>15</b>	<b>13</b>	<b>10</b>	<b>6</b>	7	4	3	5

## LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: All Terrain, Altered Silhouette (Massive)

Options: Model may be upgraded to have an Internal Disruption (8"), Internal Shield (2), or Internal Sonic (12") Generator for an additional +15 points

Mk 1: 150pts – This Model increases its AP to 8 and upgrades its Crew Type from Regular to Elite for no additional cost. This Model gains the Combat Coordinator (EoBS: 8", Die Hard Attitude), and Terror Tactics (3) MARs

Mk 2: 165pts This Model gains a Main Turret with High Angle (Main Turret) MAR.

Weaponry Arcs: FOUR Knee Turrets (S) have an off-set 180-degree Fire Arc  
 ONE Rocket Battery (T) has a 360-degree Fire Arc  
**ONE Main Turret (P) has a 360-degree Fire Arc**

Empire of the Blazing Sun		Ryuo				Points	160	
Robot Hover Squid					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Battery (T)	-	7	8	9	6	9	6"	8
Tentacle Guns (P)	10	8	6	4	AP	AA	CC	IR
-	-	-	-	-	7	4	2	5

## LARGE ARMoured CAPITAL SURFACE SKIMMING ROBOT

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: Hull Breaker (Boarding Only, +1) Rugged Construction (2), Sustained Assault (2)

Options: This Model may upgrade to have Squadron Support (EoBS, Ke-Ho, 3) for an additional +40 points OR the Squadron Support (EoBS, Zaragani, 3) MAR for an additional +50 points

Weaponry Arcs: ONE Rocket Battery (T) has a 360-degree Fire Arc  
 The Tentacle Guns (P) have a 360-degree Fire Arc

Empire of the Blazing Sun				Ronin			Points	65
Medium Walker					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	8	7	5	4	4	7	7"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	1	3

**MEDIUM ARMoured CAPITAL MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: All Terrain

Options: Mkl - This Model gains a Main Turret (P)  
 MkII - This Model is fitted with an Internal Guardian (2, 8", Protective =1) Generator  
 This Model increases its AP to 5 and upgrades its Crew Type from Regular to Elite for no additional cost.

*\*A squadron may have any combination of Marks as desired\**

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

Empire of the Blazing Sun				Ho-I			Points	65
Bombard					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard (P)	9	6	5	3	4	7	6"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	2

**MEDIUM ARMoured CAPITAL MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: High Angle (Bombard)

Options: None

Weaponry Arcs: The Bombard (P) has a Fore Fixed Channel Fire Arc



Empire of the Blazing Sun			Komainu				Points	50
Support Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Battery (T)	3	4	5	-	4	7	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	1	2

## MEDIUM CAPITAL ARMoured MODEL

Minimum Move: 0"  
Turning Template: 360-degree  
Turn Limit: 0"  
Squadron Size: 2-3

Model Assigned Rules: Attachment (EoBS, Armoured, I), Troop Reinforcement  
Options: None  
Weaponry Arcs: The Rocket Battery (T) has a 360-degree Fire Arc

Empire of the Blazing Sun			Chi Ri				Points	40
Medium Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Turret (S)	6	5	3	-	4	7	7"	3
P/S Broadside (S)	4	3	-	-	AP	AA	CC	IR
-	-	-	-	-	3	3	1	3

## MEDIUM ARMoured MODEL

Minimum Move: 0"  
Turning Template: 360-degree  
Turn Limit: 0"  
Squadron Size: 2-3

Model Assigned Rules: None  
Options: None  
Weaponry Arcs: The Fore Turret (S) has a 270-degree Fore Fire Arc  
The P/S Broadside (S) have a Broadside Arc

Empire of the Blazing Sun		Myobu				Points	35	
Hover Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	4	6	4	-	3	6	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	2	1

**SMALL ARMoured MULTI-PURPOSE MODEL**

Minimum Move: 1"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: All-Terrain Vehicle, Elusive Target, Small Target, Spotter (Regular)  
 Options: This Model has Incendiary (Turret) Munitions Type  
 Weaponry Arcs: ONE Turret (S) has a 360-degree Fire Arc

Empire of the Blazing Sun		Bansan				Points	30	
Small Walker					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	3	2	-	-	3	6	6"	2
Rocket Battery (T)	3	4	5	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

**SMALL ARMoured MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 2-4

Model Assigned Rules: All Terrain, Attachment (EoBS: Large/Massive Armoured, 3), Small Target  
 Options: None  
 Weaponry Arcs: ONE Rocket Battery (T) has a 360-degree Fire Arc  
 The Fore Guns (S) have a Fixed Channel Fire Arc

Empire of the Blazing Sun			Ke Ho				Points	25
Small Tank					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (S)	5	3	1	-	3	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

**SMALL ARMoured MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 2-5

Model Assigned Rules: Small Target, Elusive Target  
 Options: None  
 Weaponry Arcs: ONE Fore Gun (S) has a Fixed Channel

# EMPIRE OF THE BLAZING SUN

## FORTIFICATIONS

### Universal Fortifications

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Empire of the Blazing Sun					Bunker Complex			Points	170
Fortification					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	13	11	8	4	7	12	0"	12	
Bombard Rocket Battery (T)	-	6	7	8	AP	AA	CC	IR	
-	-	-	-	-	9	6	0	14	

### MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3). Strategic Value (50)

Options: None

Weaponry Arcs: TWO Main Turrets (P) have a 90-degree Fore Fire Arc  
TWO Bombard Rocket Batteries (T) have a 360-degree Fire Arc

Empire of the Blazing Sun					Forward Landing Field			Points	115
Fortification					Crew Type - Non-Combatant				
RB	1	2	3	4	DR	CR	MV	HP	
Quad Turret (S)	8	6	4	2	5	8	0"	9	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	5	2	8	

### MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turrets), Strategic Value (75), Vulnerable

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc  
ONE Quad Turret (S) has a 270-degree Aft Fire Arc

Empire of the Blazing Sun		Tower Defensive Line				Points	***	
Universal Fortification				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Bombard Rocket Battery (T)	-	5	6	7	AP	AA	CC	IR
-	-	-	-	-	4	2	0	7

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator ( <i>EoBS, Die Hard Attitude, 12"</i> ) MAR.
Flak Tower	40pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire ( <i>Ack Ack, 2</i> ) MARs.
Generator Tower	35pts	The Model has a <b>Main Turret (P)</b> and <b>MUST</b> be fitted with an Internal Generator from the following: list: Shield (2) Generator for +35 points <u>OR</u> Disruption (8") Generator for +25 points
Rocket Tower	50pts	This Model has a <b>Bombard Rocket Battery (T)</b> and an Internal Sonic (8") Generator

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc  
 ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc

WATER FORTIFICATIONS

These Fortifications MUST be deployed on the Water Major Surface.

Wani		Forward Deployment Base				Points	110	
Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Rocket Battery (T)	-	12	13	14	5	12	0"	8
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	4	2	12

**LARGE CAPITAL REPAIR WATER FORTIFICATION**

Squadron Size: 1

Model Assigned Rules: Engineers (Experienced), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (2), Troop Reinforcement, Vulnerable.

Options: None

Weaponry Arcs: ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc

LAND FORTIFICATIONS

These Fortifications MUST be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

Empire of the Blazing Sun		Heavy Infantry Bunker				Points	120	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	12	0"	10
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	4	0	12

**LARGE CAPITAL FORTIFICATION**

Squadron Size: 1

Model Assigned Rules: Combat Deployment (EoBS, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +15 points  
The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

Empire of the Blazing Sun		Medium Infantry Bunker				Points	50	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6

**MEDIUM FORTIFICATION**

Squadron Size: 1

Model Assigned Rules: Combat Deployment (EoBS, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Empire of the Blazing Sun		Small Infantry Bunker				Points	25	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4

**SMALL FORTIFICATION**

Squadron Size: 2-3

Model Assigned Rules: Combat Deployment (EoBS, Line Infantry, 1, Standard), Long Range Assault, Rugged Construction (1), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

**\*Important Note: Small Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type\***

# EMPIRE OF THE BLAZING SUN

## INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the *Small Target* MAR INSTEAD of the *Difficult Target* MAR
- Mechanised Infantry do NOT gain the benefits of Cover

Empire of the Blazing Sun					Infantry Company				Points	20
Line Infantry					Crew Type - Regular					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	3		
-	-	-	-	-	AP	AA	CC	IR		
-	-	-	-	-	3	3	0	-		

**TINY ARMoured INFANTRY**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target  
 Options: May become Mechanised (see above)

Empire of the Blazing Sun					Infantry Company				Points	30
Engineer Infantry					Crew Type - Defensive					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	3		
-	-	-	-	-	AP	AA	CC	IR		
-	-	-	-	-	3	1	0	-		

**TINY ARMoured REPAIR INFANTRY**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target  
 Options: May become Mechanised (see above)



Empire of the Blazing Sun		Infantry Company				Points	25	
Reconnaissance Infantry		Crew Type - Defensive						
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	-

**TINY ARMoured INFANTRY MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Regular)  
 Options: This Model may upgrade to the Spotter (Expert) MAR for an additional +5 points

Empire of the Blazing Sun		Infantry Company				Points	25	
Assault Infantry		Crew Type - Reckless						
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	1	0	-

**TINY ARMoured INFANTRY**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Assault (2)  
 Options: May become Mechanised (see above)

Empire of the Blazing Sun		Infantry Company				Points	30	
Close Support Infantry		Crew Type - Defensive						
RB	1	2	3	4	DR	CR	MV	HP
Close Mortars (S)	4	5	-	-	3	4	3"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	3	0	-

**TINY ARMoured INFANTRY**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)  
 Options: May become Mechanised (see above)  
 Weaponry Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Empire of the Blazing Sun			<b>Infantry Company</b>				Points	25
Reserve Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	0	-

**TINY ARMoured INFANTRY**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target, Troop Reinforcement  
 Options: May become Mechanised (see above)