This document contains Model statistics for the **Empire of the Blazing Sun**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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# Version 1.0

### **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 EotBS in the Force Guide.

# **Empire of the Blazing Sun Commodore Rules**

# Commodore Traits

- Empire of the Blazing Sun Commodores may always take the Coordinated Attack Command Trait instead of making a roll on the Command Trait table.
- Empire of the Blazing Sun Commodores (including Competitive Commodores) may exchange any Command Trait they have generated for the following trait:
  - o Shadow Tactics: **Once per Game** This ability may be activated during the Command Segment of a Commodores Activation. No Tactical Action Cards or Commodore abilities played by either side may be used on an Squadron with at least one model within Command radius of the Commodores Model (including the Commodore himself!)

# EMPIRE OF THE BLAZING SUN

### SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

#### <u>Shugoshin Squadron</u>

Squadron MUST contain: 2x Honshu MkII Cruisers (Parent Models) +1x Tanuki Armoured Cruiser (Attached Model)

#### <u>Moeru-Sora Squadron</u>

Squadron MUST contain: 1x Arashi Rocket Support Cruiser (Parent Model) +3x Yurgi Destroyers (Attached Models)

#### <u>Isonade Squadron</u>

1x Ika Robot Squid (Parent Model) 4x Zarigani Light Robot Squid (Attached Model)

### <u>Moeru-Sandā Squadron</u>

Squadron MUST contain: 1x Miagea Nyudo Heavy Walker (Parent Model) +3x Bansan Small Walkers (Attached Models) 

#### <u>Moeru Ōkami Squadrons</u> Squadron MUST contain:

Squadron MUST contain: 1x Kechibi Heavy Bomber (Parent Model) +3x Tetsubo Small Interceptors (Attached Models)

### Denka-o-Moyasu Squadron

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Squadron MUST contain: 2x Inari Scout Gyro (Parent Models)

+1 Onryo Support Gyro (Attached Model)

Empire Of The Blazin	ng Sun			Hach	iman	Po	oints	285
Dread	nought			14	1998	Grew T	ype: Elite	1600.92%
					Massive Na Minimum M Turning Te Turn Limit: Squadron S	mplate:	odel 2" Large 0" 1	
RB	1	2	3	4	DR	GR	MV	₩P
Main Turret (P)	15	13	9	5	7	14	6"	10
Rocket Battery (T)	-	8	9	10	AP	AA	66	IR
P/S Rockets (T)		6	7	8	11	7	8	9
Fore Torpedoes (T)	13	12	-	-				
MAR:	Faster	Torped	loes, Hi	ill Brea	ker (Ram Actio	n, D3), Sharp 7	Turn, Strategic	: Value (100)
Options:	ing lis Dis Shi This I ing lis Tes Son	t for an ruption eld (3) Model N t for an la (8") ic (12"	n additi (16") C Generat IAY be n additi Generat ) Gener	ional +2 Generato or fitted y ional +2 tor ator	with up to ONE 20 points: 30 with up to ONE 25 points: h the Incendiar	Internal Genei	rator chosen fr	rom the follow-
Weaponary Arcs:	ONE N The R The F	lain Tu ocket B ore Tor	rret (P) lattery pedoes	has a (T) has (T) hav	e a 270-degree 270-degree Aft a 360-degree F e a Fore Fixed a Broadside Fin	Fire Arc 'ire Arc Ghannel		

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Empire Of The Blazin	ng Sun			Sok	otsù	Po	oints	180			
Battl	eship			25.		Grew Ty	pe: Regula	ar			
					Massive Naval Gapital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1						
RB	1	2	3	4	DR	GR	MV	₩₽			
Main Turret (P)	13	11	7	3	6	12	7"	8			
P/\$ Guns (\$)	10	8	6	4	AP	AA	66	łR			
Rocket Battery (T)	-	8	9	10	10	6	5	7			
Fore Torpedoes (T)	10	9	-	-							
MAR:	Faster	Torped	loes, Sh	arp Tu	rn						
Options:	Ext Ext	ernal D ernal S	isruptic onic (12	on (8") t 2") Gen	for no addition erator for no a	ving Generators al points Aditional points litional +10 poi	3				
Weaponary Arcs:	ONE M The R The F	lain Tu ocket B ore Tor	rret (P) attery pedoes	has a (T) has (T) hav	270-degree For 270-degree Aft a 360-degree I e a Fore Fixed e P/S Fixed G	Fire Arc Fire Arc	YCS				

Empire Of The Blazir	ig Sur			Kiyo	hime	Po	oints	150			
Assault	Garri	er				Grew Ty	pe: Regular				
					Massive Naval Gapital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1						
RB	1	2	3	4	DR	GR	₩V	HP			
Main Turret (P)	13	11	9	5	6	9	7"	9			
P/S Guns (S)	9	7	5	3	AP	AA	66	IR			
Fore Torpedoes (T)	9	8	1	-	8	5	5	7			
- 100	-	-	-	-							
MAR:	Garrie Sharp	r (6, 1) Tarn, 1	(5 Win Strategi	g), Fast ic Valu	er Torpedoes, I e (50)	Fuel Reserves, I	Rugged Gonstru	ction (1),			
Options:	points This I This I	Nodel is Nodel m	s equipp ay upg	oed wit rade its	h the Incendiar	uption (12") Ge ry (All Weapons rom Regular to re Fire Arc	s) Munitions Ty	/pe			
Weaponary Arcs:	The P	/S Gui	ns (S) e	ach hav	e P/S Fixed (	Shannel Fire Ar Ghannel Fire A					

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npire Of The Blazin	-			Ka	ijū		oints	225	¥.
Heavy B	attlesh	ip		0.5		Grew Ty	pe: Regular		
					Large Nava Minimum N Turning Te Turn Limit Squadron S	emplate: :	el 2" Large 0" 1		
RB	1	2	3	4	DR	GR	₩¥	₩₽	
Main Turret (P)	15	13	9	5	6	12	6"	9	The second
Fore Torpedoes (T)	10	9	-		AP	AA	66	łR	
P/\$ Guns (\$)	10	8	6	4	10	5	6	8	200
Rocket Turret (T)	5	6	7						1
Node Projector	-	<b>(X</b> )	( <b>x</b> )	-					
MAR:	Faster	Torped	loes, Hi	gh Ang	le (Main Turre	et), Sharp Turn			1190
Options:	points. This M This M Genera This M	Nodel is Nodel m itor for Nodel m	s fitted ay repl an add ay upg	with a ace the itional rade its	n External Sor External Soni +10 points. 5 Grew Type fr	ruption (8") Gen nic (8") Generato c (8") Generator rom Regular to	or for no addit r for an Extern	ional cost. 1al Shield (2)	
Neaponary Arcs:	ONE M ONE R ONE R The Fo The P	lain Tu locket locket ore Tor /S Gur	rret (P) Furret ( Furret ( pedoes is (S) e	) has a T) has T) has (T) hav ach hav	270-degree Foi 270-degree Afi a 270-degree H a 270-degree H e a Fore Fixed e P/S Fixed ( tion) bas a 360	t Fire Arc Fore Fire Arc Aft Fire Arc	CS Fire		3

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F:	Federate States Of Ar	nerica		,	YOKA	I MKI	Po	oints	190	3
	Battle	eship		-			Grew Type	: Aggres	ive	E.
						Large Naval Minimum M Turning Te Turn Limit: Squadron Si	mplate:	el 2" Lar; 0" 1	ge	
	RB	1	2	3	4	DR	GR	₩¥	HP	
	Main Turret (P)	13	11	7	3	6	12	7"	8	
	P/S Guns (S)	10	8	6	4	AP	AA	66	łR	1210
	Rocket Battery (T)	-	8	9	10	10	6	5	7	11
	Fore Torpedoes (T)	10	9	-	-					
	MAR:	Faster	Torped	loes, Hi	t and F	Run, Sharp Turi	n, Sustained Fi	re (P/S Ga	ns, 2)	122.1
185	Options:					Weapons) Munitions with an Internal Shiel				
لغربي.	Weaponary Arcs:	ONE T The R The Fo	urret (I ocket B ore Tor	?) has a attery 1 pedoes	1 270-d has a 3 (T) have	egreee Fore Fire egree Aft Fire 60-degree Fire e a Fore Fixed e P/S Fixed G	Arc Arc Ghannel	63		inter.
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t.	Empire Of The Blazin	g Sun		Y	'OK A I	MK H	Pa	oints	190	
	Battle	Garrie	r				Grew Typ	e: Regula	ır	Ŀ.
						Large Naval Minimùm M Turning Te Turn Limit: Sqùadron Si	mplate:	el 2" Larg 0" 1	ge	
. Side	RB	1	2	3	4	DR	6R	₩V	₩₽	
1000	Main Turret (P)	13	11	7	3	6	12	7"	8	
Sec.	<b>P/S</b> Guns (S)	10	8	6	4	AP	AA	66	IR	166
	Rocket Battery (T)	-	8	9	10	10	6	5	7	1010
1.50	Fore Torpedoes (T)	10	9	-	-					
	MAR:								er Torpedoes, Fuel Fire (P/S Guns, 2)	
	Options:					ary (All Weapon n Internal Fury			ditional cost.	
	Weaponary Arcs:	The R The Fo	ocket B ore Tor	attery 1 pedoes	has a 3 (T) hav	70-degree Aft 60-degree Arc e a Fore Fixed e P/S Fixed G	of Fire Ghannel Arc of			· · · · ·
A.	in.					offic starts			~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	: 3

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to:	Empire Of The Blazin	-			Тоу	okawa		Poin		170	2. 2.
.)	Repair	Vesse					Gr	ew Typ	e: Stoi	G	C.
						Large Naval Minimum M Turning Te Turn Limit: Squadron S	love: emplate	-	Model 2" Lar 0" 1	ge	
	RB	1	2	3	4	ÐR	C	SR 🛛	M¥	₩P	192
	Fore Torpedoes (T)	13	11	-	-	6	1	1	7"	7	
1/21/1	Aft Turret (S)	11	9	7	3	AP	A	A	66	łR	1
	P/S Broadside (S)	12	10	8	6	10		5	4	6	201
1		-	-	-	1						663.4
	MAR:	Faster (P/S I	Torped Broadsid	oes, Hi le, 2), S	t and R Bustain	lun, Rugged Go ed Fire (Aft Tu	nstructi Irret, 1)	ion (1), Sha , Strategic	arp Turn Value (5	, Sustained Fire 50)	
	Options:					Shield (2) Gen ry (All Weapon				ints cost	
	Weaponary Arcs:	The A	ft Turr	et (S) h	as a 27	e a Fixed Fore 'O-degree Aft A s (S) have a P,	lrc of F	'ire	'ire		
	Special Rules:	serenit of near this m	cy in th rly any odel ga	e heat vessel. ins the	of battl When Long F	performing a F langed Assault	at mirac 'riendly MAR.	alous aid i Boarding Additionall	is always Action to ly, friend	a find a deep 3 well within reach 3 make a Repair, ly EotBS Models ving a Disorder	(
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Empire Of The Blazi	ng Sur	1	Ika I	lecha	nical Squid	P	oints	105
Divin	g Robo	t			THE REAL	Grew T	ype: Elite	
					Large Gapita Minimum M Turning Te Turn Limit: Squadron Si	mplate:	oot 0" 360-Do 0" 1	egree
RB	1	2	3	4	DR	ØR	MV	HP
Fore Guns (S)	10	8	6	4	6	9	8"	7
Surface Mines (x2)	5	-	-	-	AP	AA	66	łR
-	-	-	-	-	8	2	7	4
		-	-	-				
MAR:	Hall Ø	Breaker	(Boardi	ng Only	y, +1), Rugged C	Construction (1)	, Sustained As	sault (3)
Options:	None			-				
Weaponary Arcs:	The F	ore Gui	ns (S) h	ave a 3	60-degree Fire	Arc		1999

Empire Of The Blazin	g Sur	1		Yū	rei	P	oints	160
Terror	Ship	5.3			TO PAR	Grew T	ype: Elite	19-18 P.
					Medium Nav Minimum M Turning Te Turn Limit: Squadron Si	mplate:	odel 2" Large 0" 1	
RB	1	2	3	4	DR	6R	MV	HP
Heavy Flamethrower (T)	10	-	-	-	6	9	8"	7
Bombard Rocket Battery (T)	7	6	11	-	AP	AA	66	IR
P/S Broadsides (S)	9	6	4	2	5	6	5	4
	-	-		-				
MAR:	Hit an	d Rùn,	Sharp	Turn, 7	Cerror Tactics (	D3+2), Terrifyi	ing (Boarding)	
Options:	This I	Model is	s fitted	with a	leavy Flamethro n External Pha n Internal Soni	se Generator fo	or no additional	
Weaponary Arcs:	ONE E The P	lombard /S Bro	Rocket adsides	Batter (S) hav	') has a Fore Fi y (T) has a 36 ve a Broadside	D-degree Fire <i>k</i> Fire Arc	Arc	
Special Rules:	this M Blocke Phase to hav In add functio	lodel pr d, even Generat e the S ition, n oning P collided	otected if the tor becc ecurity to Mode hase Ge	by the weapon omes the Posts ( I may e enerator	s Generator has Phase Generato is Indiscrimin a target of an A 4) Model Assig ever announce a , and should th d. Offensive Gen	or is ALWAYS ate. Whenever Aggressive Boa ned Rule. Ram Action a is Model make	considered to a Model with a rding Action it gainst a Model contact, it shoi	be Partially a functioning is considered with a uld assume to

npire Of The Blazi Battle	0			1VI I Z	uchi		pints pe: Regula	120 r	¥.
	UTUISC	1			Medium Nav Minimum M Turning Te Turn Limit: Squadron S	val Gapital Mo love: emplate: :			
RB	1	2	3	4	DR	GR	₩V	HP	
Main Turret (S)	11	9	7	3	5	8	8"	6	
Fore Torpedoes (T)	8	7	-	-	AP	AA	66	IR	
P/S Guns (S)	9	7	5	3	6	4	4	5	1000
	-	-	1	-					38,300
MAR:	Comba	t Patro	l, Faste	r Torpe	edoes, Sharp Ti	urn, Strategic V	lalue (25)		Rows
Options:	This I Disrup	Model is tion (8'	s fitted "), Shiel	with a 1d (2), (	n External Gen )R Sonic (8") G	Weapons) Mun erator chosen f Generator for no rom Regular to	rom the follo additional p	oints.	
Weaponary Arcs:	ONE N The F	lain Tu ore Tor	rret (S) pedoes	has a (T) hav	270-degree For 270-degree Aft e a Fore Fixed e P/S Fixed @	Fire Arc	rcs		

e.	Empire Of The Blazir	ng Sun	1		Ara	ashi	₽	oints	90
	Rocket Sup	port C	ruise	2		THE REAL	Grew Ty	pe: Regular	
						Medium Gap Minimum M Turning Te Turn Limit: Squadron S	mplate:	lodel 2" Mediù 0" 2-3	m
	RB	1	2	3	4	ÐR	GR	MV	HP
	Rocket Battery (T)	-	4	5	6	5	7	8"	5
		-	-	-	-	AP	AA	66	łR
		-	-	-	-	4	4	2	3
	-	-	-	-	-				
17	MAR:	Attach	nment (1	EoBS, N	ledium+	Large, 1), Sharj	ç Turn		
	Options:	None			1				
	Weaponary Arcs:	T₩0	Rocket	Batteri	es (T) l	have a Fore Fix	ed Channel Fi	re Arc	

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Empire Of The Blazin	ng Sur	ı		Tai	naki	₽	oints	85
Armoure	d Crui	ser				Grew Ty	pe: Regula	r
					Medium Cap Minimum M Turning Te Turn Limit: Squadron S	mplate:	odel 2" Media 0" 2-3	նող
RB	1	2	3	4	DR	6R	M¥	HP
Main Turret (S)	9	7	5	-	4	8	10"	5
Rocket Battery (T)	-	5	6	7	AP	AA	66	łR
Fore Torpedoes (T)	7	6		-	6	5	4	3
	-	-	-	-				
MAR:	Faster	Torped	loes, St	arp Tu	rn		22.25	
Options:	None						11 - 25	
Weaponary Arcs:	ONE F	Rocket I	Battery	(T) has	270-degree For a 360-degree e a Fore Fixed	Fire Arc	Arc	

Ŷ	5. See						19-12/1					
	Empire Of The Blazin	0			Hor	ishu	Po	oints	70	5		
2	Grui	ser		3	15%		Grew Ty	pe: Regul	ar	6		
						Medium Gay Minimum M Turning Te Turn Limit Squadron S	emplate: :	2"	lium			
	RB	1	2	3	4	DR	GR	MV	HP			
-	P/S Guns (S)	9	6	4	2	4	7	9"	5			
	Fore Torpedoes (T)	6	5	-	-	AP	AA	66	IR	1.11		
- ALAS	Main Turret (S)	7	5	4	-	4	3	2	4	0		
	Rocket Battery $(T)$	-	4	5	6							
	Node Projector	-	( <b>X</b> )	( <b>x</b> )	-							
	MAR:	Faster	Torped	loes, Sh	arp Tu	rn						
1	Options:	Mkl and Thi Mkl	í - This a <mark>Rocl</mark> s Mode II - Thi	s Model t <mark>et Batt</mark> I may u s Model	gains ery (T) pgrade gains	d from any combination of the following Marks: the Advanced Engines (+1") and Terror Tactics (2) MARs ) its Grew Type from Regular to Aggressive for +5 points a Main Turret (\$) for an additional +5 points ns an Internal Disruption (8") Generator and Node Projecto						
	Weaponary Arcs:	The Fo ONE M ONE R	ore Tor Iain Tu locket E	pedoes rret (S) Battery	(T) hav has a (T) has	e a Fore Fixed 270-degree For a 360-degree		Arcs				
Se .						Aug				: 3		

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Empire Of The Blazin	g Sun	1		C	hita		Points	70				
Diving	Robo	t		3137	Sent Sont	Grew Ty	pe: Aggressi	VC				
					Medium Naval Gapital Diving Robot Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: 1-2							
RB	1	2	3	4	DR	GR	MV	HP				
Type-80 Heavy Flamethrowers (T)	10	-	-	-	5	7	10"	5				
Surface Mines (x2)	5	-	-	-	AP	AA	66	łR				
	-	-	- 2	-	6 1	4 3	3					
		-	-	-								
MAR:	Evasiv Assaul		euvre (+	+1), Hal	II Breaker (Board	ding, +1), R	ugged Construction	on (1), Sustained				
Options:	This <b>I</b>	Nodel h	as the (	Corrosiv	sive (Type-80 Heavy Flamethrower)							
Weaponary Arcs:	The T	vne-80	Heavy	Flamet	browers (T) bay	ethrowers (T) have a Fixed Fore Arc of Fire						

Empire Of The Blazin	ng Sur	1		Nak	atsu	₽	oints	55	
Light	Gruise	r				Grew Ty	pe: Regular	ſ	
					Medium Naval Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 2-3				
RB	1	2	3	4	DR	6R	Μ¥	₩P	
P/S Guns (S)	8	6	4	-	4	7	10"	4	
Rocket Battery (T)	-	3	4	5	AP	AA	66	łR	
Fore Torpedoes (T)	5	4	-	-	3	3	2	3	
-	-	-	-	-					
MAR:	Faster	Torpe	loes, Sh	arp Tu	rn, Terror Tac	tics (2)		S Section 2 and	
Options:	None								
Weaponary Arcs:	The F	ore Tor	pedoes	(T) hav	a 360-degree e a Fore Fixed e P/S Fixed C	Channel	rcs		

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Empire Of The Blazi	ng Sur	1		S	di	₽	oints	45			
Heavy I	Destroy	rer			Contraction of the	Grew Type	e: Aggressiv	6			
					Minimum M Turning Te Turn Limit:	Small Naval ModelMinimum Move:2"Turning Template:SmallTurn Limit:0"Squadron Size:2-4					
RB		4	ÐR	6R	ΜV	HP					
Fore Torpedoes (T)	7	6	-33	-	4	6	10"	3			
	-	-	-	-	AP	AA	66	łR			
		-	-	-	3	2	3	3			
	-	-	-	-							
MAR:	Faster Tactio		does, Pa	Pack Tactics (Fore Torpedoes), Sharp Turn, Small Target, Terror							
Options:	This I	Model i	s equip	equipped with the Incendiary (Fore Torpedoes) Munitions Type							
Weaponary Arcs:	The F	ore Tor	pedoes	(T) hav	e a Fore Fixed	Channel	- Hanniel				

test	Empire Of The Blazin	ng Sur	1		Yu	rgi	P	oints	40	
	Dest	royer	1				Grew Typ	e: Defensive	3	
						Small Nava Minimum M Turning Te Turn Limit Squadron S	love: emplate:	2" Small 0" 2-4		
	RB	1	2	3	4	DR	6R	ΜV	HP	
1	Fore Gun (S)	5	3	1	-	3	6	12"	2	
	Rocket Battery (T)	4	5	6	-	AP	AA	66	IR	2
345		-	-	-	-	2	2	1	2	
		-	-	-	-					
	MAR:	Pack '	Tactics	(Rocke	ts), Sha	rp Turn, Small	Target			
	Options:	None								
	Weaponary Arcs:					ed Channel Fire e a 270-degree		122		

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	Empire Of The Blazin	lg Sur	1		Uw	atsu		Points	30
	Frig	gate				Print South	Grew	Type: Regula	ır
						Small Naval Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	2" Smal 0" 2-4	I
	RB	1	2	3	4	DR	GR	МY	₩P
	Fore Turret (S)	5	3	2	-	3	6	12"	2
	P/S Guns (S)	4	3	2	-	AP	AA	66	łR
8		-	-	-	-	1	2	2	1
			-	-	-				
	MAR:	Small	Target,	Sharp	Turn	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
	Options:	None						1	
	Weaponary Arcs:					270-degree Fore 2/8 Fixed Chan		Arc	

Empire Of The Blazi	ng Sur	l I		Kit	sùne	P	oints	25	
Rocke	t Escoi	rt			States -	Grew Ty	pe: Regular		
					Small Naval Minimum Ma Turning Tel Turn Limit: Squadron Si	2" Small O"	- Small		
RB	1	2	3	4	ÐR	6R	₩V	HP	
Rocket Battery (T)	2	3	4	-	3	6	9"	2	
The second second	-	-	-	-	AP	AA	66	IR	
	-	-	-	-	1	2	1	2	
-	-	-	-	-					
MAR:	Attack	nment (ł	EoBS, L	arge &	Massive, 3), Elu	isive Target,	Sharp Turn, Sn	all Target	
Options:	None		and the	7,14					
Weaponary Arcs:	ONE F	locket I	Battery	(T) has	a 360-degree F	Fire Arc	1 miles	1.72	

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Empire Of The Blazin	g Sun	Z	arigai	ni Me	chanical Sqi	uid	Points	30			
Diving	Robot	t	89	12		Grew	Type: Reckle	88			
					Small Naval Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	0"	Degree			
RB		1 2	3	4	DR	GR	MV	HP			
Type-71 Flamethrower (T)	3	-	-	-	3	5	12"	2			
Sender 198	-	-	-	-	AP	AA	66	IR			
-	-	-	-	-	3	1	1	1			
	-	-	-	-							
MAR:	Elasiv	e Targo	et, Smal	ll Targ	et						
Options:	This I	Model h	as the	as the Gorrosive (Type-71 Flamethrower) Munitions Type							
Weaponary Arcs:	ONE T	ype-71	Flamet	hrower	(T) has a Fore	Fixed Cha	nnel Fire Arc				

Empire Of The Bla	zing Sur	ı		F	ujin	₽	oints	20			
G	orvette				States -	Grew Ty	pe: Reckless	-			
					Small Naval Minimum Me Turning Ter Turn Limit: Squadron Si	ove: mplate:	2" Small 0" 2-5				
RB	1	2	3	4	ÐR	6R	₩¥	HP			
Fore Turret (S)	5	3	2	-	3	4	14"	2			
Paul Sant P	-	-		-	AP	AA	66	IR			
-	-			-	2	1	1	1			
-	-	-	-	-							
MAR:	Elusiv	e Targ	et, Shar	p Tùrn	, Small Target		1.12.81				
Options:	None			1							
Weaponary Arcs:	The F	ore Tai	rret (S)	has a 2	270-degree Fore	Fire Arc	- Andrew -	11.00			

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t.	Empire Of The Blazin	g Sur	i 👘		Ra	aijin		Poi	nts	165	3	
3	Comman	d Gyr	°0				Gr	ew Ty	pe: Elite	3	G	
						Large Gapit Minimum M Turning Te Turn Limit: Squadron S	love: :mplate: :		2"	Degree		
26.0	RB	1	2	3	4	ÐR	G	R	₩¥	HP		
	Main Turret (P)	15	13	11	8	6	1	0	7"	8	1	
	Rocket Turret (T)	4	6	8	-	AP	A	A	66	łR		
	Broadside Rockets (T)	5	7	9	-	7	5					
	Node Projector	-	( <b>x</b> )	<b>(X</b> )	I							
1	MAR:	Sharp	Tarn, S	Strategi	ic Value	e (50)	1.20					
.40	Options:	This I	Model m	ay upg	rade to	n Internal Disr have the Comb onal +40 points	at Deplo			no additional cost. gani, 3) Model		
	Weaponary Arcs:	ONE F The B	locket 7 roadside	Furret ( e Rocke	T) with ts (T) l	a 270-degree Fore Fire Arc h a 270-degree Fore Fire Arc have a Broadside Fire Arc otion) has a 360-degree Fire Arc						
	in.					New Street						

Empire Of The Blazi	ng Sur	1		Te	nkei	Po	oints	150
Gyro Sk	y Forti	ess			1 Martin	Grew T	ype: Stoic	2003
					Massive Gaj Minimum M Turning Te Turn Limit: Squadron S	mplate:	odel 2" 45-Deg 1" 1	ree
RB	1	2	3	4	DR	GR	₩¥	HP
Fore Guns (S)	12	10	9	-	6	11	6"	10
Rocket Turret (T)	7	9	10	-	AP	AA	66	IR
Bomb Bay (T)	5	-	-	-	8	6	5	4
	-	-	-	-				
MAR:		Bombard gic Val		Bomb B	ay, 1), Carrier	(6, 1X5 Wing),	Fuel Reserves,	Sharp Turn,
Options:	This I	Model is	s equip	ped wit	h the Incendiar	y (All Ordnance	e Weapons) Mu	nitions Type
Weaponary Arcs:	ONE F	locket I	Battery	(T) has	ore Fixed Ghan a 360-degree a 2" Range a	Fire Arc	Fire Arc	

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t.	Empire Of The Blazin	g Sur	1		Tsul	ayomi	₽	oints	145	3
3	War	Gyro				201123	Grew 7	l'ype: Elit	ß	G
						Large Gapit Minimum M Turning Te Turn Limit: Squadron S	mplate:	2"	Degree	
	RB	1	2	3	4	DR	GR	₩¥	HP	
1998	Main Turret (P)	13	11	8	4	6	10	7"	8	
1	P/S Rockets (T)	5	7	9	-	AP	AA	66	łR	
	Bomb Bay (T)	5	-	-	-	7	7	6		
		-	-		-					
	MAR:	Area I	Bombard	lment (1	Bomb B	ay, 1), Security	Posts (2), Sh	arp Turn		
	Options:		Model m additio				al Sonic (8")	OR Disruptio	on (8") Generator	
	Weaponary Arcs:	ONE N The P	lain Tù /S Roc	rret (P) ekets (T	) have a ') has a	a 270-degree Fo 270-degree A Broadside Fire 2" Range and	ft Fire Arc Arc	Fire Arc		( t
A.	in.									

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ter	Empire Of The Blazin	g Sun			Su	zaku		Po	ints	120	3
3	Heavy F	Bombe	r				Grev	v Type	e: Defens	sive	6.
						Medium Cap Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate		4"	Degree	
	RB	1	2	3	4	DR	(	SR	₩¥	HP	
- 5-55	Wing Rocket Battery (T)	6	7	8	-	5	1.51	8	10"	6	
	Bomb Bay (T)	10	- /	-	-	AP	A	I A	66	łR	128
		-	-	-	1	7		6	3	3	
		-	-	-	1						
	MAR:					ay, 1), Combat rt (1x3 Fighter		Hunter (	Surface, Bo	omb Bay, +1),	
1	Options:	This I	Nodel h	as the I	ncendia	ary (Bomb Bays	) Manit	tions Ty	pe		
	Weaponary Arcs:	ONE V	ling Ro	ocket Ba	attery (	8) has a 270-do 8) has a 270-do 2" Range and a	egree S	tarboard	Fire Arc		
	Special Rules:					er Wing deploy te not being pa					
A.				RINI		AN STAN					: A

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Empire Of The Blazin	g Sur	1		łı	nari	₽	oints	75	
Scout	Gyro					Grew Ty	ype: Regula	ľ	
					Minimum M Turning Te Turn Limit	Mediam Gapital Flying ModelMinimum Move:2"Turning Template:45-DegreeTurn Limit:1"Squadron Size:2-3			
RB	1	2	3	4	DR	6R	MV	HP	
Main Turret (S)	8	6	4	-	4	7	8"	5	
P/S Rockets (T)	4	5	7	-	AP	AA	66	IR	
Bomb Bay (T)	6	-	-	-	4	4	2	3	
	-	-	-	-					
MAR:	Sharp	Turn, S	Spotter	(1 <b>6"</b> )	12 12		Nor all		
Options:	This I	Model h	as the	Incendi	ary (Main Turr	et) Manitions	Туре	1.5	
 Weaponary Arcs:	The P	/S Roc	ckets (T	) have	270-degree For a Broadside Fi ' Range and a	re Arc	re Arc		

f.	Empire Of The Blazi	no Sur			0	nryo	P	oints 75	
ř		rt Gyr	_					ype: Elite	
		<u> </u>				Medium Gap Minimum M Turning Te Turn Limit: Squadron S	pital Flying N love: emplate:	• 1	gree
	RB	1	2	3	4	DR	ØR	MV	HP
	Main Turret (S)	8	6	4	-	4	7	8"	5
	Bomb Bay (T)	5	-	-	-	AP	AA	66	łR
	-	-	-		-	4	4	2	3
			-	-	-				
	MAR:	Sharp	Turn			N. CIAL		200	
	Options:	This l cost	Model h	as an E	External	Disruption (8"	") OR Sonic (8"	) Generator for	no additional
1.0	Weaponary Arcs:	ONE N	lain Tu	rret (S	has a	h the Incendiar 270-degree For ' Range and a	e Fire Arc		nitions Type

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Empire Of The Blaz	ing Su	n		DF	A-170	P	oints	60	
B	mber	-			Serie Austra	Grew Typ	e: Defensive	3	
					Minimum M Turning Te Turn Limits	Medium Flying Model Minimum Move: 4" Turning Template: 45-De Turn Limit: 1" Squadron Size: 2-3			
RB	1	2	3	4	ÐR	GR	MV	₩₽	
Fore Rockets (T)	4	5	7	-	4	7	10"	4	
Bomb Bay (T)	8	-	-	-	- AP AA	66	łR		
	-		-	-	4	4	2	2	
-	-	-	-	-					
MAR:	Mome	ntum	1				2012		
Options:	None					E stall	34×2414	The server	
Weaponary Arcs:					a Fore Fixed C "Range and a		e Arc		

fe .	Empire Of The Blazi	ng Sur	1		Te	tsubo	1	?oints	30
<i>j</i>	Small II	ntercep	tor			E TE ALLANT	Grew T	ype: Regular	
						Small Aeria Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	4" 45-Deg 0" 2-5	jree
	RB	1	2	3	4	DR	6R	ΜV	₩₽
	Fore Rockets (T)	3	4	5	-	3	6	13"	2
		-	-	-	-	AP	AA	66	łR
	-	-	-	-	-	1	2	1	1
	-	-	-	-	-				
	MAR:	Evasiv	e Mano	euvres	(+1), H	unter (Aerial, Fo	ore Rockets,	+1), Momentum, S	Small Target
	Options:	None			1		38102		C. Sector
1	Weaponary Arcs:	The F	ore Roc	kets (T	) bave	a 90-degree For	e Fire Arc	- The Road	1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 -

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1	Empire Of The Blazir	ng Sun	1		(	)ba	P	oints	25			
.)	Strike :	Bombe	r			COLLEGE ST	Grew Ty	pe: Regular	ſ			
						Small Aeria Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	4" 45-De 0" 2-5	egree	1-11		
	RB	1	2	3	4	DR	ØR	MV	HP			
	Bomb Bay (T)	4	-	-	-	3	6	15"	2			
		-	-	-	-	AP	AA	66	łR			
		-	-	-	-	1	2	2	1			
	2. 1. X- (	-	-	-	-							
	MAR:	Evasiv	e Mano	euvre (·	+1), Hài	nter (Surface, B	ombs +1), Mom	entum, Small '	Target			
	Options:	This <b>I</b>	Nodel h	as the I	s the Incendiary (Bombs) Munitions Type							
1000	Weaponary Arcs:	ONE B	Bomb Ba	ny has l	2" Rang	ge and a 360-de	egree Arc of Fi	ire				
E.	in.									: 2		

<u>SUPPORT AIRGRAFT SQUADRON RULES</u>											
SAW	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					

Empire Of The Blazing	y Sur	1		Aya	ıkashi	Po	oints	350
Dreadnoug	ht-Ro	bot	1		1318607	Grew T	ype: Elite	
					Massive Arn Minimum M Turning Te Turn Limit: Squadron S	mplate:	0"	pose Robot Degree
RB	1	2	3	4	DR	GR	₩V	HP
Head Mounted Heavy Flamethrowers (T)	12	10	-	-	8 AP	14 AA	9" ©©	10 IR
Fist Rocket Launcher (T)	10	9	8	- 1	14	6	3	9
Back Mounted Rockets (T)	8	9	10	-				
					t (Boarding), Hi errifying (Board	ull Breaker (Boa ling Only)	arding Only,	+ <b>D3</b> +1),
	The A Launch and ca	yakashi hers for innot ez	i Robot • an add xecute a	may re litional any Bat	place its Nagin +20 Points – I tle Style Attac	', Protective=2 ata Polearm for f it does so it ks listed below (T) have 180-do	a pair of Fi loses the Hul	ll Breaker MAR
Weaponary Arcs:	TW0 TW0	Fist Mc Back M	ounted I lounted	Rocket Rocket	Battery (T) has Batteries (T) h	a 270-degree I as a 360-degree	Fore Fire Arc e Fire Arc	
Special Rüles:	a Nagi to maz annoù Battle <u>SOJU</u> mighty Ayaka in the within origin: <u>IKKEN</u> Robot the Sù being to resu <u>IKEJI</u> waves a sing target	inata Po kimise i nce whi styles <u>TSU</u> – v Nagin shi Rob attack, a 4" of al AP u <u>LHISA</u> strophic may on rface H Devasta blve the <u>ME</u> – T or evei le speal occupy	olearm i its killi ich batt must be The A ata pole out choo the Aya ised. <u>TSU</u> - i coverhea ily choo leight L ating in e Robot 'he Aya n the ea r-thrust. ing the	may ele ng pote le-style echosen yakashi e-arm, j ses this BS play akashi t The Ay ead cut se this evel. A nature Boardin kashi n arth, at . The A	ct to fight in a ntial against cc they intend to from the follow may elect to n abbing at its fo s battle style, s yer may nomina so suffer a secon akashi may elec that can literal battle-style wh II AP attacks e - Use the dico ng attack. may elect to thr tacking a targe uyakashi Robot	nake a flurry of hes with great s hould the robot ite a second tar nd attack from it to cut downy ly carve a targ nen engaging a xecuted using t s-mechanic rules ust its Naginat t that would or may choose this evel. A target e	Ie-styles; eac s. The EoBS rt of the Boa ' piercing att speed and pro- destroy thei get in the sa the robot at wards using i et in two! T Large or Mas his battle-sty s for Devasta a polearm ded dinarily be o s battlestyle	th designed player must rding Segment. acks using its accision. If the r original target ume squadron HALF the its Naginata with he Ayakashi ssive model on yle count as ting Munitions ep beneath the aut of reach with

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000	Empire Of The Blazin	g Sun			Kago	oshima	P	oints	145	
	Mobile	Airfiel	d				Grew Ty	pe: Regular	r	
						Minimum M Turning Te Turn Limit:	Massive Gapital Armoured ModelMinimum Move:0"Turning Template:LargeTurn Limit:3"Squadron Size:1			
	RB	1	2	3	4	DR	6R	MV	HP	
	Main Turret (P)	13	10	7	4	6	10	6"	9	
	P/S Broadsides (S)	10	8	6	4	AP	AA	66	IR	
	Rocket Battery (T)	-	8	9	10	8	6	5	6	
		-	-		-					
	MAR:		errain, ( Sustaine				eserves, Securi	ty Posts (2), S	Strategic Value	
	Options:		is fitte litional		an Ext	ernal Disruption	n (8") OR Exte	rnal Shield (2	) Generator for	
	Weaponary Arcs:	The P	/S Bro	adsides	(S) hav	270-degree For le a Broadside a 360-degree I	Fire Arc			

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Empire Of The Blazin	ng Sun			R	yùo	Po	oints	160
Robot Ho	ver Sq	uid	18			Grew T	ype: Elite	
					Large Armo Minimum M Turning Te Turn Limit Squadron S	emplate: :	0"	nming Robot Degree
RB	1	2	3	4	DR	ØR	ΜV	₩P
Rocket Battery (T)		7	8	9	6	9	6"	8
Tentacle Guns (P)	10	8	6	4	AP	AA	66	IR
	-	-	-	-	7 4		2 5	5
	-	-	-	-				
MAR:	Hull Ø	lreaker	(Boardi	ng Only	, +1) Rugged C	Construction (2),	Sustained A	ssault (2)
Options:						Support (EoBS 8, Zaragani, 3)		r an additional additional +50
Weaponary Arcs:					a 360-degree a 360-degree			

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t.	Empire Of The Blazin	g Sur	1		Migea	Nyudo		Points	160	
9	Heavy H	Nalke	er				Grew	r Type: Regu	lar	
						Large Capit Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	0"	0-Degree	
	RB	1	2	3	4	DR	61	R M¥	HP	
	Rocket Battery (T)	-	10	11	12	5	9	6"	8	
	Knee Turret (S)	8	7	-	_	AP	A k	A 66	łR	
		-	-	-	-	6	4	3	5	
	-	-	N- 10	-	-					
	MAR:	All To	errain, S	Security	Posts	(1), Spotter (16	3"), Strat	egic Value (50)		
	Options:	Model differe		d with	an Inte	ernal Disruptior	n (12") Of	R Shield (2) Gene	erator for no points	
-	Weaponary Arcs:					a 360-degree e an off-set 180		Fire Arc		
										28

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t:	Empire Of The Blazin	g Sun			Tak	a Ashi	Po	ints	ર્જ્ડસ્ટ	1. 1		
.)	Heavy N	Nalke	r				Grew Typ	pe: Regul	ar			
						Large Gapit Minimum N Turning Te Turn Limit Squadron S	emplate: :	0"	-Degree			
	RB	1	2	3	4	DR	GR	MV	HP			
	Knee Turret (S)	8	7	1	-	5	9	6"	7			
1200	Rocket Battery (T)	-	7	8	9	AP	AA	66	IR			
2128	Main Turret (P)	15	13	10	6	7	4	3	5			
1		- 7	-	-								
	MAR:	All Te	errain									
	Options:	Interna Mk Reg cost Ter	al Šonic 1: 150j ular to . This ror Tac	s (12") pts - T Elite fo Model g tics (3)	Generat 'his Mo or no a gains th MARs	or for an addii del increases i dditional ve Gombat Goor	dinator (EoBS: 8	s upgrades it 3", Die Hard	s Grew Type from			
· · ··································	Weaponary Arcs:	ONE R	ocket B	Battery	(T) has	e an off-set 18 a 360-degree 360-degree Fir		rc		· · · · ·		
S.	in.	14		PIL		Mr. sta				- A		

Empire Of The I	lazing Sur	1		ł	lo-l	P	Points 65		
	Bombard	2	A LINKY			Grew Ty	pe: Regular		
					Medium Armoured Gapital Model Minimum Move: 0" Turning Template: 360-Deg Turn Limit: 0" Squadron Size: 2-3			gree	
RB	1 2 3 9 6 5	4	DR	6R	M¥	HP			
Bombard (P)	9	6	5	3	4	7	6"	3	
	-	-	-	-	AP	AA	66	łR	
-	2.05 /	-	-	-	2	1	1	2	
-	- 11		-	-					
MAR:	High	Angle (	Bombard	l)					
Options:	None						1.1		
Weaponary Ar	SS: The B	ombard	(P) has	a For	e Fixed Channel	Fire Arc	12.00	Sal V	

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Empire Of The Blazin	ng Sur	ı		Ronin Points				65	
Medium	Walk	er			Grew Type: Regular				
					Medium Arı Minimum M Turning Te Turn Limit: Squadron S	emplate: :	l Model O" 360-De O" 2-3	egree	
RB	1	2	3	4	DR	ØR	MV	₩₽	
Main Turret (P)	8	7	5	4	4	7	7"	4	
-	-	-	-	-	AP	AA	66	IR	
- AL	-	-	-	-	4	3	1	3	
		-	-	-					
MAR:	All T	errain			AN ALLA	aller i an an			
Options:	MkII - This I	This I Nodel in	Model is	s fitted its Al	with an Intern	for no addition nal Guardian (2, rades its Grew	8", Protective	=1) Generator gular to Elite	
Weaponary Arcs:	ONE M	lain Tu	irret (P)	has a	360-degree Fir	e Arc		and the second	

Empire Of The Blaz	ing Sur	1		Ko	mainu	P	oints	50			
Suppo	rt Tan	k			Grew Type: Regular						
					Minimum M Turning Te Turn Limit:	Medium Armoured Gapital Model Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: 2-3					
RB	1	2	3	4	DR	6R	MV	HP			
Rocket Battery (T)	3	4	5	-	4	7	8"	3			
	-	-	-	-	AP	AA	66	IR			
		-	-	-	3	2	1	2			
-	-	-	-	-							
MAR:	Attack	Attachment (EoBS, Armoured, 1)									
Options:	None						-				
Weaponary Arcs:	The R	ocket F	Battery	(T) has	a 360-degree F	'ire Arc	12.00				

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	Empire Of The Blazi	ng Sun			Gł	ni Ri	P	oints	40	
ľ	Mediu	n Tanl	K		10	Grew Type: Regular				
						Medium Arm Minimum Ma Turning Ter Turn Limit: Squadron Siz	ove: nplate:	0" 360-D 0" 2-3	egree	
	RB	1	2	3	4	DR	GR	₩¥	₩P	
ſ	Fore Turret (S)	6	5	3	-	4	7	7"	3	
	P/S Broadsides (S)	4	3	-	-	AP	AA	66	IR	
Ĩ		-	-		-	3	3	1	3	
Î		-	-	-	-					
	MAR:	None							STE SA	
	Options:	None								
	Weaponary Arcs:					270-degree Fore ve a Broadside A			1	

Empire Of The Bla	ing Sur	l		M	yobu	₽	oints	35		
Hov	er Tank				Grew Type: Regular					
					Small Armoi Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	lulti-Purpose Model 1" : 360-Degree 0" 2-3			
RB	1	2	3	4	DR	6R	ΜV	₩₽		
Turret (S)	4	6	4	-	3	6	10"	2		
-	-	-	-	-	AP	AA	66	łR		
	-	-	-	-	2	2	2	1		
12 N D +	- 11									
MAR:	All-Te	errain, H	Elusive	Target,	Small Target,	Spotter (16")				
Options:	This I	Nodel h	as Incei	ndiary	Turret) Munitic	ons Type	- 1.3			
Weaponary Arcs:	ONE 7	l'arret (	S) has a	a 360-d	egree Fire Arc		N.C.	Sing 1		

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Empire Of The Blazi	ng Sur	1		Ba	insan	isan Po		30		
Small	Walke	r			Grew Type: Regular					
					Small Armon Minimum Mu Turning Ter Turn Limit: Squadron Si	0" 360-Da 0" 2-4	egree			
RB	1	2	3	4	ÐR	GR	MV	HP		
Fore Guns (S)	3	2		-	3	6	6"	2		
Rocket Battery (T)	3	4	5	-	AP	AA	66	IR		
		-	-	-	2	2	1	1		
	-	-	-	-						
MAR:	All Te	errain, i	Attachm	ent (Ec	oBS: Large/Massive Armoured, 3), Small Target					
Options:	None						4/10			
Weaponary Arcs:	ONE P The F	locket I ore Gun	Battery is (S) ha	(T) has ave a F	s a 360-degree f 'ixed Channel Fi	Fire Arc ire Arc				

Empire Of The Blaz	ing Sur	ı		K	e Ho	P	Points 25			
Smal	ll Tank	214		300		Grew Type: Reckless				
					Small Armo Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	0" 360-De 0" 2-5	gree		
RB	1	2	3	4	ÐR	ØR	ΜV	₩P		
Fore Guns (S)	5	3	1	-	3	6	8"	2		
-	-	-	-	-	AP	AA	66	łR		
-	-	-	-	-	1	2	1	1		
-		-	-	-						
MAR:	Small	Target	, Elasiv	e Targ	et		disc and			
Options:	None			- 51	127212	9464				
Weaponary Arcs:	ONE F	'ore Gu	n (S) ha	is a Fix	ked Channel					

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Empire Of The Blazin	g Sur		B	unker	Complex	P	oints	170		
Fortifi	cation				Grew Type: Defensive					
					Massive Gap Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	al Fortification O" O O" 1	n		
RB	1	2	3	4	DR	6R	₩V	HP		
Main Turret (P)	13	11	8	4	7	12	0"	12		
Bombard Rocket Battery (T)	-	6	7	8	AP	AA	66	IR		
and the second	-	-		-	9	6	0	14		
-	-	-	-	-						
MAR:					eld (AD5, 5), Re c Value (50)	edoubtable, Ru	gged Gonstructi	on (2),		
Options:	None						5.9.4	19.2014		
Weaponary Arcs:					e a 90-degree F eries (T) have a		re Arc			

Ç	Empire Of The Blazi	ng Sur	1	Forw	ard L	anding Fiel	d P	oints	115		
IJ.	Fortif	ication				Grew Type: Non-Gombatant					
						Minimum M Turning Te Turn Limit:	Massive Gapital Universal FortificatMinimum Move:0"Turning Template:0Turn Limit:0"Squadron Size:1				
	₽₿	1	2	3	4	DR	GR	₩V	₩₽		
	Quad Turret (S)	8	6	4	2	5	8	0"	9		
		-	-	-	-	AP	ÅÅ	66	łR		
		-	-	-	-	7	5	2	8		
	-	-	-	-	-						
	MAR:	Garrie Valnei		Reserves, High	Angle (Quad '	Furrets), Strate	gic Value (75),				
	Options:	None						3.311			
1.	Weaponary Arcs:					270-degree Fore Fire Arc 270-degree Aft Fire Arc					

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to a	Empire Of The Blazin	g Sun		Heavy	y Infe	intry Banke	r	Points	120	3		
3	Land For	tificat	ion				Grew T	ype: Defens	ive			
						Large Gapital Fortification Minimum Move: 0" Turning Template: 0 Turn Limit: 0" Squadron Size: 1						
-2.5	RB	1	2	3	4	DR	6R	ΜV	₩P			
	Main Turret (P)	10	8	6	4	5	12	0"	10			
2.19.20	-	-	-	-	-	AP	AA	66	łR			
The second		-	-	-	-	7	4	0	12			
		-	-	-	-							
	MAR:	Gombat Deployment (EoBS, Line Infantry, 3), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Gonstruction (2), Security Posts (3) This Model may upgrade its Grew 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 Glose Support Infantry for an additional +30 points 3x Engineer Infantry for an additional +30 points										
1949	Options:											
いたい。	Weaponary Arcs:	ONE M	lain Tù	rret (P)	) has a	360-degree Fir	e Arc			·····································		

Empire Of The Blazin	g Sur	F	orwa	rd Dej	ployment Ba	ployment Base Points					
Fortifi	cation				Grew Type: Defensive						
					Large Gapit Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	val Fortificatio 0" 0 0" 1	n			
RB	1	2	3	4	DR	6R	ΜV	HP			
Bombard Rocket Battery (T)	-	12	13	14	5	12	0"	8			
-	-	-	-	-	AP	ÅÅ	66	łR			
	-		-	-	7	4	2	12			
-	-	-	-	-							
MAR:	Experienced Engineers, Long Range Assault, Redoubtable, Rugged Gonstruction (1), Security Posts (2), Vulnerable										
Options:	None	Kit?				Real Call	1.23				
Weaponary Arcs:	one e	lombard	Rocket	t Batter	ry (T) has a 36	0-degree Fire :	Arc				

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1.º	Empire Of The Blazin	g Sun		Mediu	m Inf	antry Bunk	er P	oints	50	3		
9	Land For	tificat	ion				Grew Typ	e: Defensiv	6	6		
						Medium For Minimum M Turning Te Turn Limit: Squadron Si						
	RB	1	2	3	4	DR	GR	₩¥	HP			
		-	-	-	I	4	6	0"	4	2-01		
		-	'	-	-	AP	AA	66	IR	28		
		-	-	-	-	4	3	3	6	3833		
		-	-	-	-							
	MAR:					Line Infantry, 2 osts (1)	), Long Range	Assault, Redo	oubtable, Rugged	Sil		
	Options:	The 2x Line Infantry may be upgraded to be the following: 2x Assault Infantry for an additional +10 points 2x Glose Support Infantry for an additional +20 points 2x Engineer Infantry for an additional +20 points										
	Weaponary Arcs:	None				NI THE						
Te.						West			1	1. 20		

Empire Of The Blazi	ng Sur	1	Smal	l Infa	ntry Bunke	r I	Points	25		
Land Fo	rtificat	ion		1	Grew Type: Defensive					
					Small Forti Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	0" 0 0" 2-3			
RB	1	2	3	4	DR	6R	MV	HP		
	-	-	I	-	3	5	0"	2		
-	-	-	-	-	AP	AA	66	łR		
-	-	-	-	-	2	1	1	4		
	- 0	-	-	-						
MAR:	Comba (1)	Combat Deployment (EoBS, Line Infantry, 1), Long Range Assault, Rugged Constructi								
Options:	1 x 1 x	The 1x Line Infantry may be upgraded to be the following: 1x Assault Infantry for an additional +5 points 1x Glose Support Infantry for an additional +10 points 1x Engineer Infantry for an additional +10 points								
Weaponary Arcs:	None		1							

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Empire Of The Blazin	g Sun		Tow	er De	fensive Line	e Po	ints	÷÷÷		
Universal F	ortific	ation			Grew Type: Defensive					
					Medium Gap Minimum M Turning Te Turn Limit: Squadron S	emplate:	Fortification 0" 0" 2-4			
RB	1	2	3	4	DR	GR	MV	HP		
Main Turret (P)	10	8	6	4	4	6	0"	5		
Bombard Rocket Battery (T)	-	5	6	7	AP	AA	66	łR		
	-	-	-	-	4	2	0	7		
R. C. C. H. 13. 1988		-	-	-						
MAR:	Redoubtable, Rugged Construction (2), Security Posts (1)									
0-41	Redoubtable, Rugged Construction (2), Security Posts (1) Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades: Communications Tower - 40pts - The Model gains the Gombat Goordinator (EoBS, Die Hard Attitude, 12") MAR. Flak Tower - 40pts - The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs. Generator Tower - 35pts - The Model has a Main Turret (P) and MUST be fitted with an Internal Generator from the following: list: Shield (2) Generator for +35 points OR Disruption (8") Generator for +25 points									
Options:	ONE of Gommu Hard A Flak T Ack an Genera an Inte for +35	f the fo inicatio Attitude Yower - nd Sust tor Tor ernal G 5 point: . Tower	ollowing ns Tow a, 12") I 40pts ained F wer - 3 wer - 3 renerator s OR Di r - 50pt	g ùpgrad ver - 40 MAR. - The H 'ire (Ac 5pts - r from isrùptio	les: Ipts - The Mod Model increases k Ack, 2) MAR The Model has the following: 1 n (8") Generato	el gains the Gou its AA to AA s. a <u>Main Tarret</u> ist: Shield (2) Q	nbat Goordinato 5 and gains the (P) and MUST Generator 3	r (EoBS, Die 9 Heavy Ack be fitted with		

Empire Of The Blazi	ing Sur	1	In	fantry	r Gompany	₽	oints	25			
Assault	Infant	ry				Grew Type: Reckless					
					Tiny Armou Minimum M Turning Te Turn Limit: Squadron Si	mplate:	0" 360-De 0" 1-3	egrees			
RB	1	2	3	4	DR	GR	ΜV	HP			
-	-		-	-	3	5	5"	3			
-	-	-	-	-	AP	AA	66	łR			
-	-	-	-	-	4	1	0	-			
-	-	-	-	-							
MAR:	Elusiv	e Targe	t, Diffi	cult Ta	rget, Sustained	Assault (2)		1.212.18			
Options:	May b	ecome N	lechani	sed			1. A. A.				
Weaponary Arcs:	None					To all	The second				

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Empire Of The Blazi	ng Sur	ı	Int	fantry	Company Po		Points	20		
Line I	nfantry	y			Contesting in	Crew Type: Regular				
					Small Fortif Minimum Ma Turning Te Turn Limit: Squadron Si	ove: mplate:	0" 360- 0" 1-3	Degrees		
RB	1	2	3	4	DR	GR	MV	₩P		
-	-		-	- 1	3	4	5"	3		
-	-	-	-	-	AP	AA	66	łR		
	-	-	-	-	3	3	0	-		
-	-		-	-						
MAR:	Elasiv	e Targe	et, Diffi	cult Ta	rget			1.2.1		
Options:	May b	ecome I	Nechani	sed		See Service	1.2.2			
Weaponary Arcs:	None									

Empire Of The Blaz	ing Sur	1	Int	fantry	r Gompany	oints	30				
Enginee	er Infan	try			State Sec.	Grew Type: Defensive					
					Tiny Armou Minimum Mu Turning Te Turn Limit: Squadron Si	mplate:	nfantry 0" 360-De 0" 1-3	grees			
RB	1	2	3	4	DR	GR	ΜV	₩P			
	-		-	-	3	4	5"	3			
	-	-	-	-	AP	AA	66	łR			
	-	-	-	-	3	1	0	-			
-	-	-	-	-							
MAR:	Elasiv	Elusive Target, Difficult Target									
Options:	May b	May become Mechanised									
Weaponary Arcs:	None										

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Empire Of The Blazi	ing Sur	1	Int	fantry	r Company	Į	Points	30		
Close Supj	port Inf	antry			Grew Type: Defensive					
					Tiny Armou Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	0"	egrees		
RB	1	2	3	4	DR	ØR	ΜV	HP		
Close Mortars (S)	4	5	-	-	3	4	3"	3		
	-	-	-	-	AP	AA	66	łR		
	-	-	-	-	2	3	0	-		
	-	-	-	-						
MAR:	Elusiv	e Targe	et, Diffi	calt Ta	rget, Sustained	Fire (Close N	lortars, 2)	1.5		
Options:	May b	ecome I	Nechani	sed		Section 1	1.1			
Weaponary Arcs:	None									

Empire Of The Blaz	ing Sur		Int	fantry	Company	₽	oints	25		
Reconnaiss	ance In	fantry	I		Still South	Grew Type: Defensive				
					Tiny Armou Minimum Mo Turning Ter Turn Limit: Squadron Si	ove: nplate:	nfantry 0" 360-De 0" 1-3	egrees		
RB	1	2	3	4	ÐR	6R	ΜV	₩P		
-	-		-	-	3	4	8"	3		
-	-	-	-	-	AP	AA	66	łR		
	-	-	-	-	2	1	0	-		
-	-	-	-	-						
MAR:	Elasiv	e Targe	t, Diffi	cult Ta	rget, Spotter (R	egular, 16")		1.212.1		
Options:		May Become Mechanised, This Model may upgrade to the Spotter (24") MAR for an additional +5 points								
Weaponary Arcs:	None									

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