

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:
  - 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:

#### 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 Yurgi 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)

**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)










































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					Ayakashi		Points		350	
Dreadnought-Robot					Grew Type: Elite					
					Massive Armoured Capital Multi-Purpose Robot Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: 1					
RB		1	2	3	4	DR	CR	MV	HP	
Head Mounted Heavy Flamethrowers (T)		12	10	-	-	8	14	9"	10	
						AP	AA	CC	IR	
Fist Rocket Launcher (T)		10	9	8	-	14	6	3	9	
Back Mounted Rockets (T)		8	9	10	-					
MAR:		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.								
Weaponary 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								
Special Rules:		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:								
		<u>SÖJUTSU</u> – 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.								
		<u>IKKEN-HISATSU</u> – 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.								
		<u>IKEJIME</u> – 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 battlestyle 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					Small Infantry Bunker		Points	25
Land Fortification					Crew Type: Defensive			
					Small Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 2-3			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4
-	-	-	-	-				
MAR:					Combat Deployment (EoBS, Line Infantry, 1), Long Range Assault, Rugged Construction (1)			
Options:					The 1x Line Infantry may be upgraded to be the following: 1x Assault Infantry for an additional +5 points 1x Close Support Infantry for an additional +10 points 1x Engineer Infantry for an additional +10 points			
Weaponary Arcs:					None			

Empire Of The Blazing Sun					Tower Defensive Line		Points	5-5-5
Universal Fortification					Crew Type: Defensive			
					Medium Capital Universal Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 2-4			
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
-	-	-	-	-				
MAR:					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:  Communications Tower - 40pts - The Model gains the Combat Coordinator (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  Rocket Tower - 50pts - This Model has a Bombard Rocket Battery (T) and an Internal Sonic (8") Generator			
Weaponary Arcs:					ONE Main Turret (P) has a 360-degree Fire Arc ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc			







Empire Of The Blazing Sun					Infantry Company				Points	25
Reconnaissance Infantry					Crew Type: Defensive					
					Tiny Armoured Repair Infantry					
					Minimum Move: 0"					
					Turning Template: 360-Degrees					
					Turn Limit: 0"					
					Squadron Size: 1-3					
RB	1	2	3	4	DR	GR	MV	HP		
-	-	-	-	-	3	4	8"	3		
-	-	-	-	-	AP	AA	CC	IR		
-	-	-	-	-	2	1	0	-		
-	-	-	-	-						
MAR:					Elusive Target, Difficult Target, Spotter (Regular, 16")					
Options:					May Become Mechanised, This Model may upgrade to the Spotter (24") MAR for an additional +5 points					
Weaponary Arcs:					None					