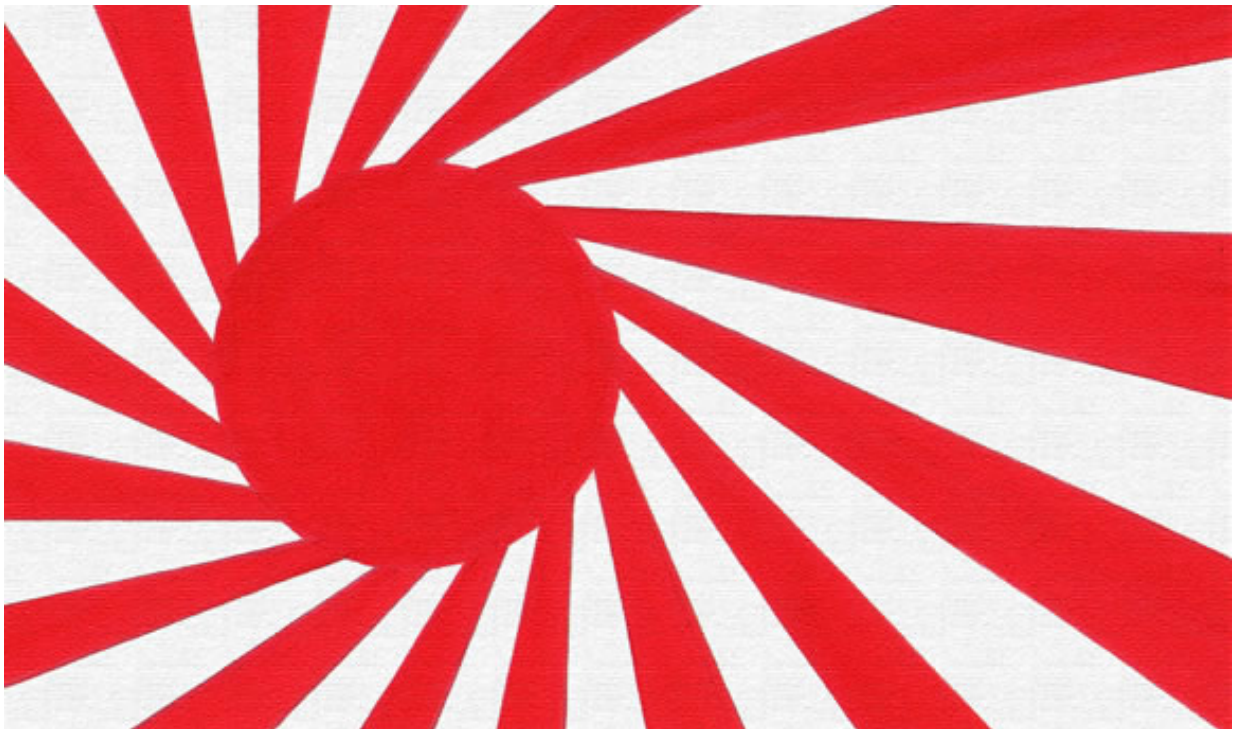




The logo features the words "DYSTOPIAN LEGIONS" in a bold, metallic, sans-serif font. "DYSTOPIAN" is smaller and positioned above "LEGIONS". The text is set against a background of a large gear with a smaller gear inside it. The entire emblem is flanked by stylized wings and has two crossed swords or spears at the bottom. Below the emblem, the words "COMMUNITY EDITION" are written in a smaller, brown, serif font.

COMMUNITY EDITION



FLAG SIGNALLERS

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

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

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

Changelog:

V1 to V2:

-Updated for Ironclad rules

V2 to V3:

-Added Saigo Minamoto from PDF ORBAT

-Added rifle option for Infantry Officer.

- Changed Alchemists rules
- Added Anti Tank Grenades

V3 to V4:

- Removed Command Range. It will be included in the Rulebook

EMPIRE OF THE BLAZING SUN

OFFICERS AND CHARACTERS SECTION

INFANTRY OFFICER

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Officer	<i>Infantry Officer</i>	6"	4	3	3 [BLUE]	Kappon Pistol	-
Flag Signaller	<i>Infantry</i>	6"	4	1	1 [BLACK]	-	Spotter

SECTION SIZE

- 1 Imperial Officer
- 0-1 Flag Signaller - The Flag Signaller is considered to be the same Experience Level as the Officer and costs +30 Points.
- 0-5 Imperial Riflemen (*See the relevant entry for Points Costs and Basic Equipment*)

COMMAND CAPABILITY AND MODEL COST

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
Lieutenant	4	75
Captain	5	100
Major	6	125

ORDERS

As well as the Standard Orders, all Blazing Sun Infantry Officers may use the following Order:

<p>?Name?! Cost 3 command point Requires 2 successes Issued in a Sections Command Segment</p> <p>If the order is passed, the Section may make an "At The Double" Movement Action and then make a Shooting Action afterwards. The Ranged Attack is made as a <i>Rushed Shot</i>.</p>

SECTION UPGRADES

NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	A Flag Signaller may be added to this Section for an additional +30 points
Section Weapons	
Field Equipment	This Section may be upgraded to have Gas Grenades for +2 points per model. The Officer may replace their Kappon Pistol for a <i>Tiger Claw</i> Shotgun or a <i>Teppo Rifle</i> for +10 Points
Transport	1 Kote-APC may be added to the Section

SAMURAI OFFICER

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Master Samurai	<i>Jetpack Officer</i>	9"	4	4	5 [RED]	-	Combat Armour (2), Daunting, Elusive Target Gas Grenades

SECTION SIZE

- 1 Samurai
- 0-3 Rocket Corps Samurai
(See the relevant entry for Points Costs and Basic Equipment)

RANK	COMMAND POINTS	POINTS
Master Samurai	6	200

ORDERS

As well as the Standard Orders, the Samurai Officers may use the the following Order:

<p><i>Wrath of the Eastern Wind</i> Command cost 2 Successes required 2 Issued in the Melee segment</p> <p>If passed, the section gains the Swift Strike MAR for the Turn.</p>
--

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

MASTER KOZO OKINAWA AND MADAME TAIPAN

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Master Kozo Okinawa	<i>Infantry Officer</i>	6"	4	4	4 [RED]	Kappon Pistol	Combat Armour(2) Gas Grenades, Unique
Madame Taipan	<i>Infantry</i>	7"	4	2	5 [RED]	Shuriken	Rapid Fire (D3, Shuriken only), Smoke Launcher (1), Sniper, Swift Strike, Unique

SECTION SIZE

- 1 Master Kozo Okinawa
- 0-1 Madame Taipan
- 0-4 Battle Ashigaru

MODEL COST

- Master Kozo Okinawa is a **Captain** and costs **175 Points**.
- Madame Taipan costs **+70 Points**
- The Battle Ashigaru cost **+20 Points**

COMMAND ABILITIES

RANK	COMMAND POINTS
Captain	5

ORDERS

As well as the Standard Orders, all Blazing Sun Infantry Officers may use the following Order:

<p>BANZAI! BANZAI! BANZAI! Cost 1 command point Requires 2 successes Issued in the Command Segment</p> <p><i>If the order is passed, the Section Gains the Daunting MAR for the Activation</i></p>
--

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	Up to 3 Ashigaru may be upgraded to an Ashigaru Specialist armed with a Rocket Projector for +10 Points each.
Gun Teams	None
Section Attachments	In addition to the Section's complement, a Medic may be added for +25 Points. In addition to the Section's complement, a Flag Signaller may be added for +30 Points.
Section Weapons	This Section may be upgraded to have 1-2 Anti-Tank Grenades for +5 points each.
Field Equipment	None
Transport	1 Kote-APC may be added to the Section

ALCHEMIST TONEGAWA & TAKERA ISAMU

This Section occupies the Characters Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Alchemist Tonegawa	<i>Infantry</i>	6"	4	2	2 [BLACK]	Tonegawa Launcher	Smoke Launcher (2) Gas Grenades Unique
Takera Isamu	<i>Infantry Officer</i>	6"	4	2	5 [RED]	-	Combat Armour (1) Swift Strike Gas Grenades

SECTION SIZE

- 1 Alchemist Tonegawa
- 1 Takera Isamu

MODEL COST

- Alchemist Tonegawa costs **80 Points**.
- Takera Isamu is a 2nd Lieutenant and costs **70 Points**.

COMMAND ABILITIES

RANK	COMMAND POINTS
2 nd Lieutenant	3

ORDERS

Takera Isamu may issue Standard Orders only.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

SAIGO MINAMOTO – HEROIC ATTACHMENT

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Saigo Minamoto	<i>Infantry Officer</i>	6"	4	3	5 [RED]	-	Brutal Charge (2 RED), Bushido, Combat Armour(2) Gas Grenades, NCO (2) Unique

SECTION SIZE

- 1 Samurai Warrior Minamoto

MODEL COST

- Samurai Warrior Minamoto is added as an attachment to any Ashigaru Section, and costs **60 Points**

BUSHIDO

Saigo Minamoto, a Samurai warrior of legendary status, gives any model belonging to any Ashigaru Section he is attached to the **Brutal Charge (2 BLACK) MAR**.

If the Ashigaru Section Saigo Minamoto is attached to is routed, Saigo Minamoto will immediately commit Seppuku, remove his model from the board as a casualty.

EMPIRE OF THE BLAZING SUN

COMBAT SECTIONS

ASHIGARU BATTLE SECTION

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Ashigaru	<i>Infantry</i>	6"	4	1	2 [BLACK]	Dragon's Breath Shotgun	Gas Grenades, Stalwart Defender(1), Militia
Ashigaru Specialist	<i>Infantry</i>	6"	4	1	2 [BLACK]	Rocket Projector	Gas Grenades, Stalwart Defender(1), Militia
Gun Team	<i>Infantry</i>	5"	4	2	2 [BLACK]	Type 9 'Fireball' MMG (F-180°)	Cumbersome, Militia
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)
Flag Signaller	<i>Infantry</i>	6"	4	1	1 [BLACK]	-	Spotter

SECTION SIZE

- 5 to 10 Ashigaru.

MODEL COST

- Each Ashigaru costs **20 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	1 Ashigaru may be upgraded to an Ashigaru Specialist armed with a Rocket Projector for +10 Points each.
Gun Teams	2 Ashigaru may be upgraded to form a Gun Team for +10 Points : These Ashigaru both exchange their Dragon's Breath Shotguns for a single Type 9 'Fireball' Medium Machine Gun.
Section Attachments	In addition to the Section's complement, a Medic may be added for +20 Points . In addition to the Section's complement, a Flag Signaller may be added for +30 Points .
Section Weapons	This Section may be upgraded to have 1 Anti-Tank Grenades for +5 points .
Field Equipment	None
Transport	Up to 2 KOTE Transports may be added to this Section

ASHIGARU ASSAULT SECTION

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Ashigaru	<i>Infantry</i>	6"	4	1	2 [BLACK]	Dragon's Breath Shotgun	Gas Grenades, Stalwart Defender(1), Militia
Ashigaru Specialist	<i>Infantry</i>	6"	4	1	2 [BLACK]	Rocket Projector	Gas Grenades, Stalwart Defender(1), Militia
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)
Flag Signaller	<i>Infantry</i>	6"	4	1	1 [BLACK]	-	Spotter

SECTION SIZE

- 5 to 10 Ashigaru.

MODEL COST

- Each Ashigaru costs **20 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	Up to 2 Ashigaru may be upgraded to an Ashigaru Specialist armed with a Rocket Projector, for +10 Points each.
Gun Teams	None
Section Attachments	In addition to the Section's complement, a Medic may be added for +20 Points . In addition to the Section's complement, a Flag Signaller may be added for +30 Points .
Section Weapons	This Section may be upgraded to have 1-2 Anti-Tank Grenades for +5 points each.
Field Equipment	None
Transport	Up to 2 KOTE Transports may be added to this Section

ASHIGARU MMG SECTION

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Ashigaru	<i>Infantry</i>	6"	4	1	2 [BLACK]	Dragon's Breath Shotgun	Gas Grenades, Stalwart Defender(1), Militia
Gun Team	<i>Infantry</i>	5"	4	2	2 [BLACK]	Type 9 'Fireball' MMG (F-180°)	Cumbersome, Militia
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)
Flag Signaller	<i>Infantry</i>	6"	4	1	1 [BLACK]	-	Spotter

SECTION SIZE

- 5 to 10 Ashigaru.

MODEL COST

- Each Ashigaru costs **20 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	<p>2 Ashigaru may be upgraded to form a Gun Team for +10 Points: These Ashigaru both exchange their Dragon's Breath Shotguns to crew a single Type 9 'Fireball' Medium Machine Gun.</p> <p>2 Ashigaru may be upgraded to form a Second Gun Team for +15 Points: These Ashigaru both exchange their Dragon's Breath Shotguns to crew a single Type 9 'Fireball' Medium Machine Gun.</p>
Section Attachments	<ul style="list-style-type: none"> • In addition to the Section's complement, a Medic may be added for +20 Points. • In addition to the Section's complement, a Flag Signaller may be added for +30 Points.
Section Weapons	None
Field Equipment	None
Transport	Up to 2 KOTE Transports may be added to this Section

IMPERIAL RIFLES COMBAT SECTION

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Imperial Rifleman	<i>Infantry</i>	6"	3	1	1 [BLACK]	Teppo	-
Imperial Marksman	<i>Infantry</i>	6"	4	2	1 [BLACK]	Markman's Teppo	-
Imperial Sergeant	<i>Infantry</i>	6"	3	2	1 [BLACK]	Dragon's Breath Shotgun	NCO (1)
Imperial Master Sergeant	<i>Infantry</i>	6"	4	2	2 [BLACK]	Dragon's Breath Shotgun	NCO (2)
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)

SECTION SIZE

- 5 to 9 Riflemen.

MODEL COST

- Each Rifleman costs **25 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Rifleman may be upgraded to be an NCO chosen from the following: A Rifleman Sergeant for an additional +5 Points A Rifleman Master Sergeant for and additional +20 points
Specialists	Up to 2 Riflemen may be upgraded to a Rifleman Marksmen Specialists armed with a Marksman's Teppo for +5 Points each.
Gun Teams	None
Section Attachments	In addition to the Section's complement of Riflemen, a Medic may be added for +20 Points .
Section Weapons	This Section may be upgraded to have 1 Anti-Tank Grenades for +5 points .
Field Equipment	This Section may be upgraded to have Gas Grenades for +2 points per model.
Transport	Up to 2 KOTE Transports may be added to this Section

EMPIRE OF THE BLAZING SUN

ELITES SECTION

SHINOBI ASSASSIN ASSAULT SECTION

This Section occupies the Elite Section Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Shinobi Assassin	<i>Infantry</i>	7"	3	2	4 [BLUE]	Shuriken	Battle Hardened Infiltrators, Stealthy, Smoke Pellets, Swift Strike
Shinobi Kyudoka	<i>Infantry</i>	7"	3	2	3 [BLUE]	Yumi Bow	Battle Hardened Infiltrators, Smoke Launcher (1), Smoke Pellets, Stealthy, Swift Strike

SECTION SIZE

- 3 to 4 Shinobi Assassins.

MODEL COST

- Each Shinobi Assassin costs **60 Points**.

NEW MARS

- **Smoke Pellets:** When a Shinobi Section disengages from melee combat they gain the **Elusive Target MAR** for the remainder of the turn.

SECTION UPGRADES

NCOs	Up to 1 Shinobi Assassin may be upgraded to a Shinobi Kyudoka, armed with a Yumi Bow for +20 Points.
Specialists	None
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

RYUMA STEAMBIKE ASSAULT SECTION

This Section occupies the Elite Section Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Ryuma Steambike	<i>Cavalry</i>	10"	4	2	5 [RED]	Linked Tiger Claw Shotguns (F-90°)	Gas Grenades, Skimming

SECTION SIZE

- 2 to 4 Steambikes.

MODEL COST

- Each Ryuma Steambike costs 75 Points.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

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

ROCKET CORPS ASSAULT SECTION

This Section occupies the Elite Section Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Samurai	<i>Jetpack</i>	9"	4	2	5 [RED]	Anti Tank Grenades	Battle Hardened Combat Armour(1) Daunting, Elusive Target, Gas Grenades

SECTION SIZE

- 2 to 4 Rocket Corps Samurai.

MODEL COST

- Each Rocket Corps Samurai costs **65 Points**

MARs:

From the Skies!

The Section has the ability to enter battle from airships above.

The section is placed in Reserves during Deployment following the Strategic Forces Stage.

During the Late Arrivals segment of the turn the Section is scheduled to arrive it may be deployed following these rules. When deploying the Section a player can elect to place a Random Determination Template anywhere on the table and then scatter it 2D6". This becomes the battlefield location from which the Section can land.

The section may activate normally this turn but may not make a Charge move.

SECTION UPGRADES

NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	The Section may gain the From the Skies MAR for +40 points.

EMPIRE OF THE BLAZING SUN

SUPPORT SECTIONS

ASHIGARU MEDIUM MACHINEGUN SUPPORT SECTION

This Section occupies the Support Section Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Ashigaru	<i>Infantry</i>	6"	4	1	2 [BLACK]	Dragon's Breath Shotgun	Gas Grenades, Stalwart Defender(1), Militia
Gun Team	<i>Infantry</i>	5"	4	2	2 [BLACK]	Type 9 'Fireball' MMG (F-180°)	Cumbersome, Militia
Flag Signaller	<i>Infantry</i>	6"	4	1	1 [BLACK]	-	Spotter

SECTION SIZE

- 2 to 9 Ashigaru.

MODEL COST

- Each Ashigaru costs **20 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	<p>2 Ashigaru MUST be upgraded to form a Gun Team for +10 Points: These Ashigaru both exchange their Dragon's Breath Shotguns to crew a single Type 9 'Fireball' Medium Machine Gun.</p> <p>2 Ashigaru may be upgraded to form a Second Gun Team for +15 Points: These Ashigaru both exchange their Dragon's Breath Shotguns to crew a single Type 9 'Fireball' Medium Machine Gun.</p> <p>2 Ashigaru may be upgraded to form a Third Gun Team for +20 Points: These Ashigaru both exchange their Dragon's Breath Shotguns to crew a single Type 9 'Fireball' Medium Machine Gun.</p>
Section Attachments	In addition to the Section's complement, a Flag Signaller may be added for +30 Points .
Section Weapons	
Field Equipment	None
Transport	Up to 2 KOTE Transports may be added to this Section

FIELD GUN SUPPORT SECTION

This Section occupies the Support Section Slots in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Field Gun	<i>Small Ironclad</i>	3"	5/3/3	2	Kawachi-Kampon Type-17 Launcher (F-90°)	Move or Fire

SECTION SIZE

- 1-2 Kawachi-Kampon Type-17 Launcher.

MODEL COST

- The Field Gun costs **75 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game. The Emplacement upgrade costs +10 points .
Transport	1-2 Kote-APC may be added to the Section

Note: A Commander must announce which munition the Field Gun is loaded with (HE or AP) at the beginning of each Turn.

NAVAL OBSERVER

This Section occupies an Elite Slot in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Observer	<i>Infantry</i>	6"	3	2	1 [BLACK]	Kappon Pistol, Rocket Bombardment (5 Blasts)	Battle Hardened
Imperial Rifleman	<i>Infantry</i>	6"	3	1	1 [BLACK]	Teppo	Battle Hardened

SECTION SIZE

- 1 Observer
- 2-4 Imperial Rifleman.

MODEL COST

- The Observer costs **40 Points**.
- Each Imperial Rifleman costs **25 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

Name	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs & Abilities
	ER	LR	ER	LR	ER	LR	
Kappon Pistol	0-8"		2 [BLUE]	-	5 [BLUE]	-	CQB weapon, Small Arm
Rocket Bombardment	17-32"	-	4 [BLUE]	-	2 [BLUE]	-	IDF Weapon, Suppression, Blast, Spray and Pray
Teppo Rifle	1-24"	25-32"	2 [BLUE]	1 [BLUE]	-	-	Small Arm

TK SMALL IRONCLAD

This Section occupies the Support Section Slots of the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
TK	<i>Small Ironclad</i>	8"	5/2/5	2	Sponson [FL-90°], Sponson [FR-90°]	Battle Hardened

SECTION SIZE

- 1-2 TK Small Ironclad.

MODEL COST

- Each TK Small Ironclad costs **100 Points**.

<u>SECTION UPGRADES</u>	
NCOs	See the Battle Hardened MAR
Specialists	None
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	All TK Small Ironclads in the Section MUST equip its Sponsons with a pair of the following weapons: Flamethrowers for FREE Type-16 Light Machine Guns for FREE
Transport	None

Name	Ranges		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Type-16 LMG	1-16"	17-24"	4 [BLUE]	4 [BLACK]	8 [BLUE]	5 [BLACK]	-
Flame Thrower	1-12"	-	4 [RED]	-	-	-	Blast, Spray and Pray, Suppression

WAR BALLOONS

This Section occupies the Support Section Slots of the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
War Balloon	<i>Small Ironclad</i>	4"	3/3/3	2	Type 9 'Fireball' MMG, Fire Bombs	Battle Hardened, Elusive Target, Elevated, Spotter, Scouting

SECTION SIZE

- 1-2 War Balloons.

MODEL COST

- Each War Balloon costs **80 Points**.

<u>SECTION UPGRADES</u>	
NCOs	See the Battle Hardened MAR
Specialists	None
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	None
Transport	None

Name	Ranges		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Type 9 'Fireball' MMG	1-16"	17-24"	5 [RED]	5 [BLUE]	6 [BLUE]	8 [BLACK]	Spray and Pray
Fire Bombs	0-3"	-	10 [RED]	-	-	-	Blast, Spray and Pray, Suppression

EMPIRE OF THE BLAZING SUN HEAVY IRONCLAD SECTION

KE-HO HEAVY IRONCLAD

This Section occupies the Heavy Support Slot of the Platoon Structure

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

- 1 Ke-Ho Ironclad.

MODEL COST

- Each Ke-Ho Ironclad costs **240 Points**.

<u>SECTION UPGRADES</u>	
NCOs	The Ke-Ho Heavy Tank has the NCO (1) MAR
Specialists	None
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	A Ke-Ho Ironclad MUST equip its Sponsons with a pair of the following weapons: ‘Dragon’s Wrath’ Flamethrowers for FREE Type-19 Heavy Machine Guns for +10 Points
Transport	None

EMPIRE OF THE BLAZING SUN

TRANSPORT SECTION

KOTE ARMoured CARRIER

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Kote Armoured Carrier	<i>Regular Ironclad</i>	8"	7/7/5	3	-	Open Topped, Transport (6),

SECTION SIZE

- A Kote Armoured Carrier **MUST** be bought for a Section from the Empire of the Blazing Sun ORBAT.

MODEL COST

- Each Kote Armoured Carrier costs **40 Points**

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

EMPIRE OF THE BLAZING SUN WEAPONS TABLE

Name	Ranges		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Kappon Pistol	1-8"	-	2 [BLUE]	-	5 [BLUE]	-	CQB, Small Arm
Teppo Rifle	1-24"	25-32"	2 [BLUE]	1 [BLUE]	-	-	Small Arm,
Marksman's Teppo	1-24"	25-40"	4 [BLUE]	2 [BLUE]	-	-	Small Arm, Sniper
Dragon's Breath Shotgun	0-8"	9-16"	2 [RED]	2 [BLACK]	-	-	Small Arm
Tiger Claw Shotgun	1-8"	-	3 [RED]	-	-	-	Small Arm
Rocket Projector	1-16"	-	2 [BLUE]	-	7 [RED]	-	-
Tonegawa Launcher (Gas)	1-16"	17-24"	8 [RED]	6 [RED]	-	-	Suppression
Tonegawa Launcher (Sturgenium)	1-16"	17-24"	5 [RED]	4 [RED]	10 [BLUE]	8 [BLUE]	Lethal, Energy Weapon
Anti-Tank Grenades	0-3"	-	-	-	8 [RED]	-	-
Shuriken	0-8"	-	3 [BLUE]	-	-	-	CQB Weapon, Small Arm
Yumi	1-16"	17-24"	5 [BLUE]	4 [BLUE]	-	-	Small Arm, Sniper
Linked Tiger Claw Shotguns	1-12"	-	6 [RED]	-	-	-	Small Arm
Type 9 'Fireball' MMG	1-16"	17-24"	5 [RED]	5 [BLUE]	6 [BLUE]	8 [BLACK]	Spray and Pray
Kawachi-Kampon Rocket Pods	18-32"	33-40"	5 [RED]	5 [BLUE]	4 [BLUE]	7 [BLACK]	IDF Weapon, Rapid Fire (1), Suppression
Type-17 Launcher (AP)	1-16"	17-32"	-	-	9 [RED]	10 [RED]	Rapid Fire (2)
Type-17 Launcher (HE)	8-16"	17-32"	4 [RED]	6 [RED]	-	-	IDF Weapon, Rapid Fire (2), Suppression
Ke-Ho Rocket Howitzer	1-16"	17-32"	10 [RED]	8 [RED]	10 [RED]	10 [BLUE]	IDF Weapon, Spray and Pray Suppression

Ke-Ho Type 19 HMG	1-16"	17-32"	5 [BLUE]	4 [BLUE]	-	-	-
Ke-Ho DW Flamethrower	1-12"	-	8 [RED]	-	6 [BLUE]	-	Spray and Pray