**Infantry with Support Weapon or Tank Hunters:**

- **ELITE SKILL** All officers

**Command Jeep:**

- Detachment gain (already built in to stats, above, right).

**Destroyer:**

- **Legion MLRS:**
- **Sohei Gatling Support Tank:**

**Shaman Medium Tank:**

- **Type:** Commissar: 5+
- **Move:** Fast, Lt Hover: 15cm
- **Defence:** F 10, S 8, R 8 T 8 (-2BB)
- **Weapons:** 17cm Medium laser: Sh 2, FP 3/5; HS W in remote-turret, Sh 2, FP 1/3

**VARIANTS**

- **Ontos Lt Tank Destroyer:** Same stats maingun replaced with 2 hypersonic missile launchers F Arc Sh 4, FP 0/4
- **Legion:** Same stats but only weapon is MLRS - 8 tubes as heavy mortars - Sh 4, FP 5/4 (no short range)
- **Warlock Tank Destroyer:** Same stats maingun replaced with 15cm Powergun Sh 1, FP 2/6 and Manta Light ATGW: Sh 1, FP 0/5 (no short range)

**Sohei Heavy Tank:**

- **Type:** Commissar: 5+
- **Move:** Fast, Lt Hover: 15cm
- **Defence:** F 11, S 9, R 8, T 8 (-2BB)
- **Weapons:** 25cm Heavy laser: F Arc Sh 2, FP 4/5; HS W in remote-turret, Sh 2, FP 1/3
- **Manta Light ATGW:** Sh 1, FP 0/5

**VARIANTS**

- **Gatling Support tank:** Same stats but with main gun replaced with 2cm Gatling Railgun, Sh 3, FP 2/4
- **Heavy Tank Destroyer:** Same stats but with main gun replaced with 22cm DS Railgun, Sh 1, FP 2/7
- **Shaman Firefly:** Main gun replaced with 22cm DS Railgun, Sh 1,FP 2/7

**DEFENDERS**

- **DEFENSIVE STALWART**
- **DEFENSE**
- **MAGNUS APC**
- **Move**
- **Type** Commissar: 5+
- **Defence:** F 6, S 7, R 7, T 6 (-2BB)
- **Weapons:** 2x HSW in remote-turret, Sh 2, FP 1/3 Can carry 3 infantry TU.

**VARIANTS**

- **Mantra Combat Car:**
  - DV F 9, S 8, R 8, T 6 (-2BB)
  - 3x1cm Gatling Railgun, firing LEFT, RIGHT and FRONT (both L&R) (see F Arcs below), each of Sh 3, FP 1/3.
  - Replace any 1 weapon with Infantry Laser Sh 2, FP 2+1/1.
  - Range Long: 360 degree
  - Carries NO infantry

**Points Costs**

- **Sohei Heavy Laser Tank (or Command Tank):** 250pts
- **Sohei Gatling Support Tank:** 250pts
- **Sohei Tank Destroyer:** 250pts
- **Legion MLRS:** 90pts
- **Shaman Medium Tank:** 105pts
- **Shaman Firefly:** 175pts
- **Ontos Lt Tank Destroyer:** 105pts
- **Warlock Tank Destroyer:** 115pts
- **Magnus APC:** 50pts
- **Mantra Combat Car:** 85pts
- **Shinigami:** 55pts
- **Wizard Missile Jeep:** 55pts
- **Wizard Recce:** 30pts
- **Wizard Recce Jeep:** 65pts
- **Wizard Light Support:** 70pts
- **ELITE SKILL Communication Technician:** All officers in detachment gain +2 LPs (already built in to stats, above, Right).

**Defensive Stalwart:** +1QR to TWO TUs per turn if the units do not move.

Up to 1 additional insurance sergeant could be purchased at 60pts.

**Ranks**

- **Major Okuninushi**
  - **LV12**
  - LPs are 2d6 + 10 +2
  - **Elite Skills:** Defensive Stalwart

- **Captain**
  - **LV10**
  - LPs are 2d6 + 8 +2

- **Lieutenant**
  - **LV8**
  - LPs are 2d6 + 6 +2

- **Sergeant**
  - **LV6**
  - LPs are 2d6 + 4 +2

**Detachments**

- Each Detachment is 12 TUs. Any infantry or snipers may start the game in vehicles or emplaced at player’s discretion.
- **Heavy Mechanised detachment:** 3 Sohei Heavy Tanks (one of which is a command tank), 1 Sohei Support Tank, 1 Sohei Tank Destroyer, 3 Shaman Medium Tanks*; 1 Magnus APCs, 3 infantry TUs (1 standard, 1 support, 1 Tank Hunters): Total: 1670pts or...

**Planetary Warfare detachment:** 1 Shaman Medium Tank*, 1 Ontos Light Tank Destroyer, 1 Warlock Tank Destroyer, 2 Legion MLRS, 3 Mantra Combat Cars, 1 Wizard Recce Jeep, 1 Wizard Missile Jeep, 1 Wizard Command Jeep, 1 Inf Tank Hunter TU: Total: 895pts or...

**Mechanised Infantry detachment:** 2 Magnus APCs, 1 Wizard Recce Jeep, 1 Wizard Missile Jeep*, 1 Wizard Command Jeep, 7 infantry TUs (2 standard, 2 support, 3 Tank Hunters): Total: 345pts

**Add a Lt. to any of these detachments at 80pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain 120pts or - optionally - **Major Okuninushi** (280pts). A third detachment may duplicate an existing detachment but requires the Major.

The force may swap up to one sniper from each Detachment (at 40pts each). At least one sniper must be swapped for either a Support or Tank Hunter TU, others may be Standard infantry. As Commissars (Supplement 4), although they fight as Trained, all leadership uses Elite skills including Infantry suppression resolution.

(-2BB) on DV: Special spaced armour reduces ALL attacks by shaped charges weapons (Buzzbombs and ATGW Missiles) by 2 (ie a buzzbomb at FP 1/6 becomes FP 1/4)

* ONE Shaman tank per detachment may be replaced with a Shaman Firefly for an additional 70pts

** The Shinigami Light Combat car may be swapped out for Mantra Combat cars on a one for one basis for a reduced cost of 30pts or for Missile jeeps at no saving, depending on combat needs.