

Hiroseki National Army



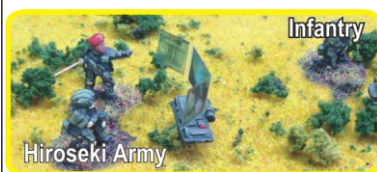
15MM

Infantry Squad

Type	Commissar: 5+ C/As't: 1
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Infantry laser: Sh 2, FP 2+1/1. Range Long
Suppress	remove suppression marker (UP TO 5) on 3+

VARIANTS

Support Squad: with Infantry laser: Sh 1, FP 2+1/1 (max range: long) & Light Laser support weapon: Sh 2, FP 3/3+1B. (max range: long)
Tank Hunters: with Infantry laser: Sh 1, FP 2+1/1 (max range: long) & Buzzbomb: Sh 1, FP 0/6 (short range only)

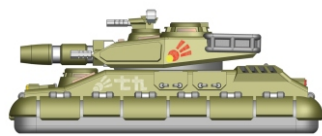


Shaman Medium Tank

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; HSW in remote-turret, Sh 2, FP 1/3

VARIANTS

Ontos Lt Tank Destroyer: Same stats maingun replaced with 2 hypersonic missile launchers FArc Sh 6, FP 0/4
Legion: same stats but only weapon is MLRS - 8 tubes as heavy mortars - Sh 4, FP 5/4 (no short/medium)
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)



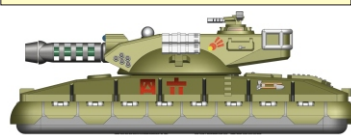
Mitsusaki Ind. Shaman Medium Tank

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: FArc Sh 2, FP 4/5; HSW in remote-turret, Sh 2, FP 1/3 Manta Light ATGW: Sh 1, FP 0/5. (No short range)

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
 Defence F 10, S 8, R 8 T 8 (-2BB)



Mitsusaki Ind. Sohei Heavy Tank

RANKS

Major Okuninushi LV12
 LPs is 2d6 + 10 +2
Elite skills:
 Defensive Stalwart

Captain LV10
 LPs is 2d6 + 8 +2

Lieutenant LV8
 LPs is 2d6 + 6 +2

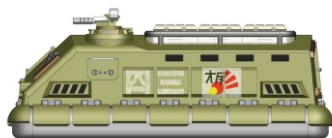
Sergeant LV6
 LPs is 2d6 + 4 +2

Magnus APC

Type	Commissar: 5+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 7, R 7, T 6 (-2BB)
Weapons	2 x 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)
 3 x 1cm Gatling Railgun, firing LEFT, RIGHT and FRONT (both L&R) (see FArcs below): each of Sh 3, FP 1/3. Replace any 1 weapon with Infantry Laser Sh 2, FP 2+1/1. Range Long
 Carries NO infantry



Toyota Magnus 3 APC

Wizard Recce Jeep

Type	Commissar: 5+
Move	Fast, Lt Hover: 15cm
Defence	F 6, S 5, R 5, T 5 (-2BB)
Weapons	HSW in remote-turret, Sh 2, FP 1/3 Can carry 1 TU.

VARIANTS

Command Jeep: As per standard Recce Jeep but may not carry infantry.
Missile Jeep: As per standard Recce Jeep but with an additional Manta Light ATGW: Sh 1, FP 0/5. (no short range) may not carry infantry
Shinigami Light Combat Car: As per standard Recce Jeep but with 2 x 1cm Gatling Railguns, firing LEFT, and RIGHT each of Sh 3, FP 1/3. May not carry infantry.



Toyota Wizard 2 Light Support

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 Heavy 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

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 or Command Jeep: 30pts; Infantry with Lasers Carbines: 15pts; Infantry with support weapon or tank Hunters: 20pts.

ELITE SKILL Communication Technician (S4): All officers in detachment gain +2 LPs (already built in to stats, above, Right).
Defensive Stalwart: +1 QR to TWO TUs per turn if the units do not move. Up to 1 additional insurance sergeant could be purchased at 60pts.