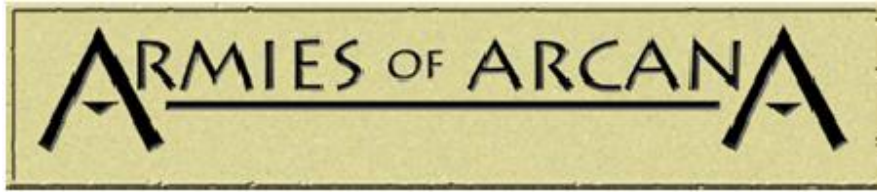


## Empire of the Sun

### Troops

Name	VP	Move	Wounds		Armour	Magic	Morale	Melee	Missile	Special
Peasant	5	6"	1	0		1	6	1 / 1		
Peasant with spear	8	6"	1	0		1	6	1 / 1 - Long Weapon		
Ashigaru	9	6"	1	1		1	7	1 / 2		
Ashigaru w/ Naginata	15	6"	1	1		1	7	1 / 2 - Str (1) Long Weapon		
Ashigaru w/ Longbow	31	6"	1	1		1	7	1 / 2	Longbow (27") 1 / 2 - Str (2)	
Ashigaru w/ Arquebus	23	6"	1	1		1	7	1 / 2	Arquebus (21") 1 / 2 Str (3) Artillery	Fires Every Other Turn
Samurai	23	5"	1	2		2	7 - Fearless	1 / 3 - Str (1) First Strike		
Samurai w/ Naginata	23	5"	1	2		2	7 - Fearless	1 / 3 - Str (1) Long Weapons		
Samurai with Longbow (Elite)	56	5"	1	2		2	7 - Fearless	1 / 3 - Str (1) First Strike	Longbow (27") 1 / 3 - Str (2)	
Royal Samurai	44	5"	2	2		2	8 - Fearless	2 / 3 - Str (1) First Strike		
Ninja	45	7"	1	0 Evasion (1)		1	8	2 / 2 - Str (1) First Strike	Shuriken (9"): 2 / 3 - Str (0)	Infiltrate (56)
Ronin (Fallen Samurai)	20	5"	1	2		1	7	1 / 3 - Str (1) First Strike		Berserk
Sohei (Monk) (Elite)	55	7"	2	0 Evasion (2)		3	9	2 / 3 - Str (1)		
Mounted Samurai	38	14"	2	3		2	7 - Fearless	1 / 3 - Str (2) First Strike Horse: 1 / 2		Base 2
Mounted Samurai w/ Naginata	36	14"	2	3		2	7 - Fearless	1 / 3 - Str (1) Long Weapons Horse: 1 / 2		Base: 2
Mounted Samurai w/ Bow (Elite)	64	14"	2	3		2	7 - Fearless	1 / 3 - Str (1), First Strike Horse: 1 / 2	Bow (21"): 1 / 3 - Str (1)	Base: 2



## Empire of the Sun

### Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Shogun	140	6"	3	3 fixed Evasion (1)	3	10 - Fearless	2 / 4 - Str (2) Magical, d3 wounds, First Strike	(1 / 4)	
Samurai Hero	92	6"	3	2 fixed Evasion (1)	2	9 - Fearless	3 / 3 - Str (2) Magical, First Strike	(1 / 3)	
Wizard	300	6"	3	2 Fixed	4	8 - Fearless	2 / 3 - Str (1) Magical	(1 / 3)	Spell Caster Fire, Air, Water

### Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Rocket	136	4"	4	3 Fixed	1	8 Fearless	Wounds / 2	Shot: 1 / 3 Range: 12"-36" Str (1) 3d3 hits, Artillery	(Fire Every Other Turn)