

Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movement Rules	Upgrades	
Foot/Mntd Men at Arms	5	3m&6f	5+	6+	-	3+	4	3+	4+	-	6"	Counter Charge	Bows, <i>2pt, remove Counter Charge, Shoot 6+/12", 5+ to hit.</i>
Foot/Mntd Serjeants	3	3m&6f	5+	5+	-	4+	3	4+	5+	-	6"	Counter Charge	Bows, <i>1pt, add Shoot 6+/12", 5+ to hit.</i>

	Early Samurai	Middle Samurai	Late Samurai		Ikko-ikki	Ming Chinese & Chosen Koreans
	1467-1549	1549-1573	Traditionalist	Gun Proponent	1480s-1580	1590-1600
History	Samurai are armoured bowmen who also carry spears. The concept of a “cavalry charge” has yet to be developed in Japan. The Ashigaru have no need of pikes, so they fight with polearms & bows. Combat is individuals fighting man-to-man.	Samurai fighting with bows are less common; spear & sword are the weapons of choice. Ashigaru are starting to adopt guns, but they are rare in many armies, & they retain their traditional roles of archer & spearmen.	Samurai no longer fight with bows & use swords. They dismount and fight on foot because Japanese horses are too small to carry the weight of horse armour needed to survive. Ashigaru are fighting as co-ordinated units in pike blocks & also with bow & sword.	Daimyo Nobunaga & allies enthusiastically adopt guns into their forces from 1550 & in large numbers after 1570. His Ashigaru fight in mixed formations of pike blocks to protect the gunners while they reload & also archers to shoot at units which threaten them.	Beginning in 1488. Peasant/Buddhist sect monk uprisings inspired by writings of Rennyo (d.1499). Grew in military strength through 1500s after introduction of guns until ruling Samurai forced to fight them as equals. Slowly defeated towards the end of this era.	In 1572 Japan invaded Korea, with the intention of continuing into China. Early in the war, their handgun equipped armies made rapid progress, but the entry of the Chinese to the war and Japan’s lack of control of the sea lanes led to the war bogging down. In 1598, the troops were withdrawn.
Mandatory	Samurai; <i>One of –</i> Mntd Sjts*+Bows Sjts*+Expert	Samurai; <i>One of –</i> Mntd Sjts*+Bows Mntd Sjts* Foot/Mntd Sjts+Bows* Foot/Mntd Sjts* Sjts*+Expert Mntd Men-at-Arms*+Bows Mntd Men-at-Arms*+Drilled Foot/Mntd Men-at-Arms* Men-at-Arms*	Samurai; <i>One of –</i> Mntd Men-at-Arms*+Drilled Foot/Mntd Men-at-Arms* Men-at-Arms*	Samurai; <i>One of –</i> Foot/Mntd Men-at-Arms* Mntd Men-at-Arms*+Drilled Men-at-Arms* Arquebusiers; 2x Handgunners	Monks; Yeomen*+Expert Peasants; Serfs	Men-at-Arms; <i>One of –</i> Foot/Mntd Men-at-Arms* Mntd Men-at-Arms*+Drilled (Chinese only) Men-at-Arms*
Restrictions	Samurai; No more than 1/2 of figures as Samurai (Serjeants). Arquebusiers; May not have Arquebusiers (Handgunners) units. Armour; May not have Heavy Armoured (Men-at-arms) units.	Samurai (Serjeants/Men-at-Arms).; No more than 2 units. Arquebusiers (Handgunners); No more than 1 Arquebusiers. Armour (Men-at-Arms); No more than 1 Heavy Armoured.	Samurai; (Men-at-arms). No more than 1 unit. Arquebusiers; (Handgunners) May not have Arquebusiers. Ninja; May not have Ninja (Bidowers).	Samurai; (Men-at-arms) No more than 1 unit of Samurai. Arquebusiers (Handgunners); Arquebusiers must outnumber Archers units. Ninja; May not have Ninja (Bidowers).	Samurai; No Samurai (Men-at-arms/Serjeants, Mntd or Foot). Leaders; Ikko-Ikki leaders may not make or partake in challenges. Arquebusiers; Only after 1540.	Men-at-arms; No more than 1 unit of Men-at-arms. Arquebusiers (Handgunners); No handgunners. Ninja; May not have Ninja (Bidowers). Crossbows; May take crossbows.

Early Ashigaru (Yeomen), must take either Expert or Mixed Weapons. Choose between arming with Yari (spear), Naginata (polearm), Wakizashi (sword).

Mid/Late Ashigaru (Yeomen), may take Nagae Yari (pike) & omit Expert. Or may take either Expert or Mixed Weapons & Yari/Naginata/Wakizashi.

Mounted Scouts (Mounted Yeomen) must take Expert, may not take Javelins. They will carry Yumi (bow), Yari/Naginata/Wakizashi.

Early/Mid Mounted Samurai may have Yari/Naginata/Katana/Yumi

Mid/Late Mounted Samurai may have Yari/Katana.

Ferocious Foot may not be taken, **Cross-bows** may not be taken by Japanese forces.

Ninja (Bidowers) Only 1 unit per retinue & not after 1581 when the mercenary shinobi clans have been destroyed by Nobunaga.

Bang; Armour is always 1+cover against these weapons.

Counter Charge; Roll 7+ to meet charging opponent halfway.[†]

Evade; Roll 7+ when charged to make a Skirmish targetting charger; may not advance on them.[†]

Ferocious; No loss to Attack/Defence values in rough ground.

Fleet Footed; No loss of move in rough ground.

Hard to Target; Armour 2 for shooting, range must be 12” or less to target.

Panic; Units must always test courage when hit by these weapons.

Pavises; Armour 3 for attacks, 4 for shooting.

Schiltron; 6+ models in open terrain, move

order forms 2 ranks on a central figure. No move, armour +1 against attacks.[†]

Skirmish; Activate on 7+ to move half dist & shoot at -1 (in either order).

Wild Charge; If within attack distance, must attack.[†]

[†] Not when Battered.