

SAMURAI

The Samurai belong to the faction known as "Good".

Allies, Mercenaries and Auxiliaries:

- The army of the Samurai can deploy either the Ikko-Ikki or the Ninja as regular units and characters of the army. They will not fight together in the same army.
- This army does not hire Mercenaries, but can deploy a long Eastern dragon in the Warchief's command for each 2000 points.
- This army can deploy Mujinto Giants as Auxiliaries.

Disciplined and fanatics:

- The Samurai are disciplined by night and fanatics by day.

Pavises and mantelets:

- Men of Mikado use very often pavises and mantelets for their troops, so there are no limitations to the number of these equipment purchased.

Weapons:

hw	<i>Kodachi</i>	Short sword. Secondary weapon.
2h	<i>Katana</i>	Long slightly curved sword.
Polearm	<i>Naginata</i>	Spear with a curved sword blade on it — similar to European glaive.
Pike	<i>Nagae yari</i>	"Long spear". Ashigaru formation weapon. 5-6m long.
Spear/Lance	<i>Mochi yari</i>	"Hand spear". Used by Samurai in individual fighting. 2-4m long, with a broad, straight blade.
Lb/Sb	<i>Yumi</i>	Slender laminated bow.
Hg	<i>Tanegashima</i>	Musket.

INFANTRY

Ashigaru (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Poor	Disc	-	-	1	md	2h	15	no	no	night	3	+1med	5	20
Infantry	Poor	Disc	-	-	1	md	lanc	15	no	no	night	2	+1med	5	20

Samurai (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Samurai	Med	D/F	-	-	1	hvy	2h	15	no	no	night	6	+3vet	10	30
Samurai	Med	D/F	-	-	1	hvy	pole	15	no	no	night	7	+3vet	10	30
Samurai	Med	D/F	-	-	1	hvy	lanc	15	no	no	night	5	+3vet	10	30
Samurai	Med	D/F	-	-	1	hvy	pike	15	no	no	night	6	+3vet	10	30

Samurai Chosen (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Samurai	Vet	D/F	+1	-	1	hvy	2h	15	no	no	night	10	+4el	10	30
Samurai	Vet	D/F	+1	-	1	hvy	pole	15	no	no	night	11	+4el	10	30
Samurai	Vet	D/F	+1	-	1	hvy	lanc	15	no	no	night	9	+4el	10	30
Samurai	Vet	D/F	+1	-	1	hvy	lanc	15	no	no	night	10	+4el	10	30

Samurai Berserker: the "Red Devils" (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserker	Vet	Fan	+1	-	1	hvy	2h	15	no	no	night	23	-	6	12
Berserker	Vet	Fan	+1	-	1	hvy	pole	15	no	no	night	24	-	6	12
Berserker	Vet	Fan	+1	-	1	hvy	lanc	15	no	no	night	22	-	6	12
Bloodlust	Elite	Fan	+2	-1	2	hvy	pike	20	7	no	night	-	-	-	-

Notes:

- Max one unit per 1,000 points army.
- The following special rules apply:
 - "berserker".
- The Samurai "Red Devils" can be armed in three different ways, the Bloodlust profile applies for all three types with the only difference that the weapon will be that of the base profile.
- They may have a Champion: See Character Individual.
- Their clothing, armor, helmet and other protection must be red with ornaments of gold embroidery.
- Their banners must be red.

Guards of the Shogun and Daimyo. (base size 2.5x2.5cm)

Guards of the Shogun and Daimyo Samurai are the most loyal and faithful to their masters and will fight to the end to protect them from enemies.

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Guards	El	Disc	+1	-1	2	hvy	2h	15	7	no	night	32	-	3	8
Guards	El	Disc	+1	-1	2	hvy	pole	15	7	no	night	33	-	3	8

Notes:

- Max 1 per unit per 2,000pt of army.
- Must be in Warchief's command.
- Immune to Threat, Combat and Casualty tests.

UNITS WITH MISSILE WEAPONS

Samurai Archers (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Vet	D/F	-	-	1	hvy	lb/2h	15	no	no	night	13	_4el	5	20

Ashigaru Archers (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Poor	Disc	-	-	1	md	lb/hw	15	no	no	night	6	+1med	5	10

Ashigaru Gunners (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Poor	Disc	-	-	1	md	hg/hw	15	no	no	night	5	+1med	5	10

Notes:

- Max one unit per 1,000 points army.

CAVALRY

Samurai on Horse (base size 2.5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Samurai	vet	D/F	-	-	1	hvy	2h	30	7	no	night	21	+8el	5	20
on Horse	"	"	+1	-1	2	"	h&h	"	"	"	"	"	"	"	"

Notes:

- They may have a lance for +1 points per model.

Archer on Horse (base size 2.5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	vet	D/F	-	-	1	hvy	lb/hw	30	7	no	night	24	+8el	5	20
on Horse	"	"	+1	-1	2	"	h&h	"	"	"	"	"	"	"	"

Chosen Samurai on Horse (base size 2.5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	vet	fan	+1	-	1	hvy	2h	30	7	no	night	39	+8el	3	10
on Horse	"	"	+2	-2	2	"	h&h	"	"	"	"	"	"	"	"
1st Round	"	"	"	-1	3	"	"	"	"	"	"	"	"	"	"

Notes:

- They may have a lance for +1 points per model.
- All giants follow the special rules
 - "linebreaker"
 - "1st round profile"

INDIVIDUALS

Warchief & Battle Leaders

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
WC/BL	El	D/F	+1	-	2	hvy	2h	15	7	no	night	30+C	-	-	-
on Horse	"	"	+2	-1	4	"	"	30	6	yes	night	64+C	-	-	-

Notes:

- Can have a longbow for +3 points.

Individuals

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	EL	D/F	+1	-1	5	hvy	2h	15	7 1w	no	night	85	-	-	-
on Horse	El	D/F	+2	-2	8	"	2h	30	6 2w	no	night	179	-	-	-
Courier	Vet	D/F	-	-	1	med	2h	15	7	no	night	45	-	-	-
Scout	Vet	D/F	-	-	1	med	lb/2h	15	7	no	night	68	-	-	-
Herald	Vet	D/F	-	-	1	hvy	2h	15	7	no	night	41	-	-	-
on Horse	Vet	D/F	+1	-1	2	hvy	2h	30	7	no	night	50	--	-	-
Banner	Vet	D/F	-	-	1	hvy	2h	15	7	no	night	51	-	-	-
on Horse	Vet	D/F	+1	-1	2	hvy	2h	30	7	no	night	60	-	-	-

Notes:

- Heralds and banners must be no more than 10 cm away from their General or Leader.

Champion of Red Devils

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Champion	El	Fan	+2	-1	3	hvy	2h	20	7	no	night	46	-	-	-

Notes:

- Max 1 Champion for each unit of Samurai "Red Devils".
- Must be deployed with a unit of Samurai "Red Devils".
- May only join Samurai "Red Devils".
- Will become the leader of a unit when joining it.
- Unless killed as a special, will be the last survivor.
- If left alone, act as an individual ignoring any morale effects except Bloodlust.
- If present the Samurai "Red Devils" will gain a +1 to morale tests.
- When the Champion is joined to the unit it must move at least 15cm until it has no enemy units or it enters Bloodlust.
- Like other "Red Devils" Samurai his clothing, armor, helmet and other protection must be red with gold embroidery.

Magic Users

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Vet	D/F	-	-	1	lt	hw	20	7	no	night	11+M	-	-	-
Elementalist	Vet	D/F	-	-	1	lt	hw	20	7	no	night	11+M	-	-	-
Astrologer	Vet	D/F	-	-	1	lt	hw	20	7	no	night	11+M	-	-	-
Shamen	Vet	D/F	-	-	1	lt	hw	20	7	no	night	11+M	-	-	-
Soothsayer	Vet	D/F	-	-	1	lt	hw	20	7	no	night	55	-	-	-
Priest	Vet	D/F	-	-	1	lt	hw	20	7	no	night	86	-	-	-
Cleric	Med	D/F	-	-	1	lt	hw	20	8	no	night	50	-	-	-
Master Forger	Vet	D/F	+1	-	1	med	hw	15	7	no	night	13	-	-	-

Notes:

- Up to 2 clerics can accompany each priest.
 - If in contact with the priest, give +1 to prayer tests.
 - If killed, they do not trigger a command test.
 - If their priest is killed by the gods, so are his praying clerics.
- Elementalist has the same powers as a Druid Elemental, but has access only to the magic of the Elementals.
- You can deploy Ninja (Magic Eastern), provided that you do not deploy a Demiurge (Magic of Good) or Yamabushi (Magic of the East), and vice versa.

IKKO-IKKI

- Ikko-Ikki warrior monks may be used as auxiliaries by Samurai armies provided there are no Ninja present in the army.

Ikko-Ikki

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Novice	Med	Disc	-	-	1	lt	2h	20	no	no	night	3	+3vet	10	30
Novice	Med	Disc	-	-	1	lt	pole	20	no	no	night	4	+3vet	10	30
Monk	Vet	Disc	+1	-	1	med	2h	15	no	no	night	8	+4el	5	20
Monk	Vet	Disc	+1	-	1	med	pole	15	no	no	night	9	+4el	5	20
Berserker	Vet	Fan	+1	-	1	med	2h	15	no	no	night	25	-	5	20
bloodlust	El	"	+2	-1	2	"	"	20	7	no	night	-	-	-	-
Archer	Vet	Disc	-	-	1	lt	lb/hw	20	no	no	night	3	+3vet	10	30
Gunner	Vet	Disc	-	-	1	lt	hg/hw	20	no	no	night	3	+3vet	10	30

Notes:

- Berserker monks may swap the 2h/Katana for the lance/Naginata.
- Max one unit of gunners per 1,000 points army.

Ikko-Ikki Characters

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	El	Disc	+2	-1	6	med	2h	15	7+1w	no	night	99	-	-	-
Champion Monk	EL	Fan	+2	-1	3	hvy	2h	20	7	no	night	46	-	-	-
Scout	Vet	Disc	-	-	1	med	lb/2h	15	7	no	night	68	-	-	-
Courier	Vet	Disc	-	-	1	med	2h	30	no	no	night	45	-	-	-
Banner	Vet	Disc	-	-	1	hvy	2h	15	no	no	night	51	-	-	-
Herald	Vet	Disc	-	-	1	hvy	2h	20	no	no	night	41	-	-	-

Notes:

- Heralds and banners:**
 - Must be no more than 10 cm away from their General or Leader.
- Champion:**
 - Max 1 per Ikko-Ikki unit.
 - Must be deployed with unit.
 - If joined to an Ikko-Ikki unit, gains +1 to morale tests.
 - May only join Ikko-Ikki units.
 - Will become the leader of a unit when joining it.
 - Unless killed as a special, will be the last survivor.
 - If left alone, act as an individual ignoring any morale effects except Bloodlust.

MUJINTO GIANTS

Half-Giant (base size 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant	med	fan	+4	-3	5	med	2h	20	6+2w	yes	night	103	-	1	1

War Giant (base size 12.5x12.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant	med	fna	+14	-9	18	med	2h	30	6+4w	yes	night	762	-	1	1

Notes:

- May "hurl boulders".
 - Start with 2 boulders.
 - May purchase up to 2 more for 25p each.

NINJA

Stealthy:

- At night, Ninja may “sneak attack”. Any attack automatically dis-organises their target.
- Shooting at Ninjas requires a test during the Threat Phase.
 - D6, plus the unit’s quality modifier
 - Score of 6+ (or a natural 6) means unit may be targeted — counts as in light cover.
 - Score of less than 6 means the Ninja unit cannot be seen.
- Fighting Ninjas requires a test during the Threat Phase.
 - D6, plus the unit’s quality modifier
 - Score of 5+ (or a natural 6) means the unit may be attacked.
 - Score of less than 5 means the Ninja unit cannot be located.

Agile:

- Ninja may use the rule “transiting impassible terrain”.

Explorers:

- Units of Ninja may be upgraded to scouts for 53pt. They contribute 2D6 to scouting.

Light Troops:

- Ninja are light troops, unsuited for static battles. They may not use pavises or other field defences.
- Ninja may never have musicians or standards but may purchase up to 2 additional Champions (for the usual +10pt).
- If the leader is killed a champion may take over duties. They will not contribute their extra die to combat, but will give Leader bonuses instead.

Forward deployment:

- If the army wins exploration, then the Ninja can be deployed outside the area of deployment of the army but not in the deployment zone of the opponent.

Shuriken:

- Ninja may use Shuriken throwing stars.
 - Range is always short and limited to 15cm.
 - May throw volleys of up to 4.
 - Impact is equivalent to a short bow.
 - Ninja only count value 1 when throwing.
 - Cost 1 point per model, for 6 stars.

Lotus Poison:

- Shuriken and arrows may be poisoned for 20pt per round.

Ninja

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ninja	El	Disc	+1	-	2	none	2h	25	no	no	no	24	-	5	10
Ninja	El	Disc	+1	-	2	none	lanc	25	no	no	no	25	-	5	10
Ninja	El	Disc	+1	-	2	none	lb/hw	25	no	no	no	27	-	5	10

Ninja Characters

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Master	El	Disc	+1	-1	4	none	2h	25	6+1w	no	no	82+M	-	-	-
Assassin	El	Fan	+2	-2	1/6	med	bp/2h	25	7+1w	no	no	225	-	-	-
Fighter	El	Disc	+1	-1	3	light	2h	25	7+1w	no	no	48+M	-	-	-

Notes:

- Possession of magical skills (and hence purchase of MP) is optional for Ninja characters.
- Specialist Spells:
 - “Illusionary Duplicate”
 - Cost: 2d6 MP
 - If 6+, success. Gain two duplicate figures to left and right. Attackers must roll D6;
 - 1-2 Distracted into attacking the illusion on the left!
 - 3-4 Penetrate the illusion and attack the character.
 - 5-6 Distracted into attacking the illusion on the right!
 - Illusion dissipates at the end of the combat phase.
 - “Spell of Freezing”
 - Cost: d6 for each worth of the target. +1MP per 12” of range.
 - Must have LOS to target.
 - If unit has shields or pavises, add +2 to the worth.
 - If result >3x the target worth, success.
 - Target frozen as ice forever.
 - Saves are permitted, but if failed, target is frozen regardless of wounds.
 - Flying units fall on things like a V8 S-8 catapult shot.
 - May be “Spellbroken”.
- Assassin;
 - Is armed with a blowpipe with poisoned darts.
 - Counts as a scout for scouting rolls.
 - Has the “Mastery of Poisoning” skill and may purchase poisoned artifacts for the army. See the “Alchemists” rules.
 - May deploy after opponent, and may deploy forward within 40cm of any enemy character.