

Nippon v.1.1.1

Warband Special Rules

Death Before Dishonour!

When taking panic tests (*but not fear tests*), warriors with this rule roll an extra D6 and discard the highest result. However, if a warrior with this rule fails a panic test, he does not *flee*, but goes straight *out of action*. Enemies will *not* gain experience for his demise.

- Warriors that are taken *out of action* this way permanently lose the 'Death Before Dishonour' rule and gain the 'Tracherous' rule instead. They also lose the 'Leader' rule if they have it.

Way of the Warrior

Warriors with this rule:

- May re-roll their first natural 1 'to hit' in each close combat phase (*i.e. also the opponent's*).
- May *not* leave close combat voluntarily.
- Have an additional +1 modifier on the critical hit chart to all critical hits scored with Oriental Longswords (*stacks with other modifiers*).

Should a warrior with 'Way of the Warrior' ever acquire Rogue skills of any kind, he will permanently lose this rule.

Treacherous

This warrior may never use the Leadership of friendly warriors with the 'Leader' ability.

Stubborn

This warrior may re-roll failed fear and panic tests.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Rules

Geisha Arts

Warriors with this rule suffer no penalties for fighting unarmed and may never use other missile weapons than the ones on their starting equipment list (not even if a training skill would otherwise allow them to do so).

Poisonous Attacks

All of this warrior's attacks may re-roll natural 1s to wound. (*Except where his attacks could not be poisoned, such as with Slings.*)

Sumo Slap

Warriors with this rule suffer no penalties for fighting unarmed and may re-roll their first failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while they are fighting unarmed. The re-roll has a -1 modifier. (*Re-rolled dice cannot cause critical hits.*)

Faith in Pure Land (6+)

Whenever a warrior with this rule is taken *out of action*, roll a D6: On a roll of 6+, the warband gains 1 Power Dice that may be used by any wizard or priest in the warband.

Spectral

Warriors with this rule may move through walls and other solid objects (*but not other warriors*).

- This ability has no effect on jumping down.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Unruly

When deploying the warband, there can only be one warrior with is rule in each Combat Group.

Warband Special Equipment

Blade-Spear 10gc

Close Combat Weapon: Spear: Is affected by anything that affects normal Spears but is a separate proficiency from normal Spears.

Strength Bonus: +1 S in all rounds of combat.

Armour Piercing (1)

Two-handed.

Oriental Longsword 10gc

Close Combat Weapon: Great Weapon (Sword): Is affected by anything that would affect a Great Weapon (Sword), but is a separate proficiency from normal Great Swords.

Strength Bonus: +1 S in all rounds of combat.

Initiative Bonus: +1 I in all rounds of combat.

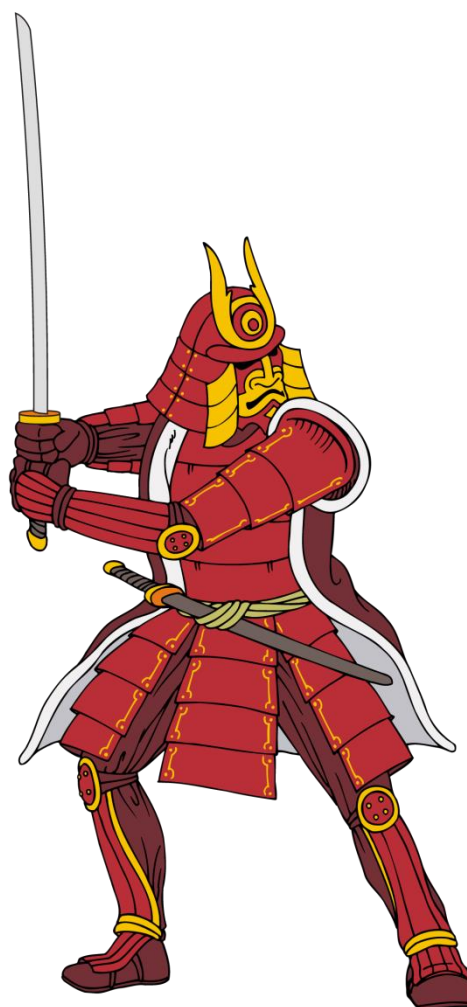
Two-handed.

Smoke Bombs 5gc

Special Equipment: Use at the *start* of a close combat phase, before any blows are struck: This warrior may *flee* that close combat *without* his enemies gaining Free Hacks against him. Can only be carried by warriors with access to Rogue skills. One use only.

Back-Banner 10gc

Special Equipment: Wearer cannot *hide*, loses 'Stealth' if he has it and gains +1 Ld on profile. May be given to henchmen, but may *not* be carried by warriors with the 'Treacherous' rule.



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Nippon Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Rogue
Daimyo	V	V	V	V	V	
Retainer	V	(+10gc)		V	V	
Priest	V	(+10gc)	V		V	
Wizard	(+10gc)		V		V	
Geisha	V	V			V	V

Nippon Equipment Lists

<p>Daimyo, Retainer, and Samurai</p> <p>Close Combat Hand Weapon Great Weapon Blade-Spear Halberd Oriental Longsword</p> <p>Shooting Bow Long Bow</p> <p>Armour Light Armour Heavy Armour</p>	<p>Yamabushi Priest</p> <p>Close Combat Hand Weapon Great Weapon Blade-Spear Halberd</p> <p>Shooting Sling Bow</p> <p>Armour Light Armour</p>	<p>Shugenja Wizard</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>
<p>Geisha</p> <p>Close Combat Hand Weapon Fighting Claws</p> <p>Shooting Throwing Knives / Stars Crossbow Pistol Blowpipe</p> <p>Armour Light Armour</p>	<p>Ashigaru</p> <p>Close Combat Hand Weapon Great Weapon Blade-Spear Halberd</p> <p>Shooting Handgun Bow</p> <p>Armour Light Armour</p>	<p>Ikko Fanatic</p> <p>Close Combat Great Weapon Blade-Spear Flail</p> <p>Shooting Sling Bow</p> <p>Armour Light Armour</p>
<p>Sumo Warrior</p> <p>Close Combat Great Weapon</p> <p>Shooting Sling</p> <p>Armour Light Armour</p>		

HEROES

0-1 Daimyo

40gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

SPECIAL RULES

Leader (6"), Death Before Dishonour!,

Way of the Warrior

0-2 Samurai Retainers

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	8

SPECIAL RULES

Death Before Dishonour!, Way of the Warrior

0-1 Shugenja Wizard

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Wizard (Fire, Heavens, Life, or Shadow): Starts with 1 spell.

0-1 Yamabushi Priest

35gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	8

SPECIAL RULES

Priest (Lore of Kami): Starts with 1 prayer.

0-2 Geisha Assassins

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	4	1	5

SPECIAL RULES

Stealth, Poisonous Attacks, Geisha Arts,

Treacherous

HENCHMEN

Ikko Fanatics

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	7

SPECIAL RULES

Treacherous, Stubborn, Faith in Pure Land (6+)

Ashigaru Soldiers

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

0-2 Sumo Warriors

35gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	4	3	3	1	7

SPECIAL RULES

Sumo Slap

0-4 Samurai Warriors

40gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	3	1	8

SPECIAL RULES

Death Before Dishonour!, Way of the Warrior

Heirloom: Heavy Armour

0-3 Kitsune Foxes

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	3	3	3	4	1	5

SPECIAL RULES

Spectral, Unruly

Animals (*Cannot Hide; Flee 3D6"*; *Cannot use the Leader's Ld; Cannot Capture Scenario Objectives; Fight Unarmed; No Promotion.*)

Lore of Kami

Signature: Oni's Embrace D5+

Wrathful fire-spirits hang over the monk's enemies.

Range: 24"

Effect: Target suffers 1 *flaming* Strength 4 hit if it moves or is moved, other than to pivot on the spot.

Lasts Until: The *beginning* of your next turn.

1 Be the Mountain D4+ / D9+

Rock spirits descend from the snow-clad peaks of Nippon to fortify the caster's comrade.

Range: 6" or Caster

Effect: Target has a 4+ special save vs. Critical Hits. (*If successful, treat as a normal hit instead.*)

Augment (D9+): Target also has 'Scaly Skin (6+).'

Remains in Play.

2 Void of Emptiness D4+ / D6+

The monk calls out and manifests a sense of the infinite void in the mind of his enemies.

Range: 18", cannot target Undead or Daemons.

Effect: Target suffers -1 Ld.

Augment (D6+): Target also *fears* all enemies. (*No effect if target is immune to fear.*)

Remains in Play.

3 Strike with Flowing Water D8+

Azure water spirits materialize and flash forth alongside the warrior's blows.

Range: 6" or caster.

Effect: Warrior may re-roll 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

Remains in Play.

4 A Single Moment D4+ / D6+

With the aid of the Kami, the warrior focuses all his life-force on striking down his enemies.

Range: 6" or Caster

Effect: Target gains +1 Strength.

Augment (D6+): All of target's close combat attacks have an additional +D3 modifier to all Critical Hits.

Remains in Play.

5 Draw the Void D6+

The monk focuses himself by melting into

Range: 6" or caster.

Effect: Warrior has +2 BS on profile.

Lasts Until: Warrior moves or is moved (*other than to pivot on the spot*).

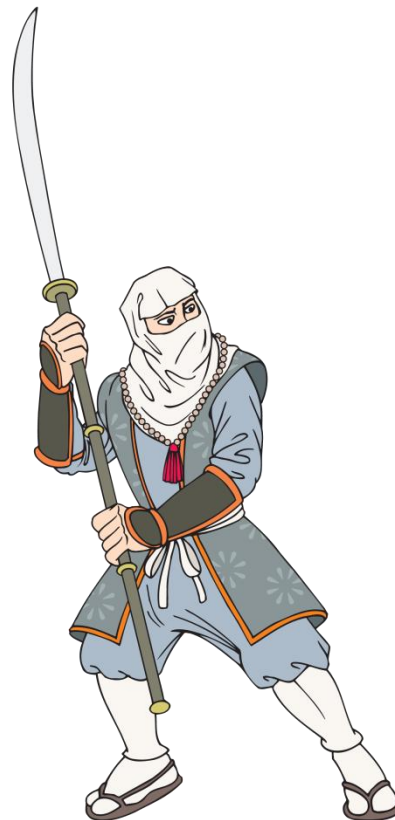
Remains in Play.

6 Borne by Wind D7+

The monk is lifted off the ground by two ivory-white wind spirits and carried wherever he wants to go.

Range: Caster.

Effect: Caster may immediately move to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks as normal.



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V.1.1.1

Tweaked Blade-Spear. (Hat tip to Daelnoron)

V.1.1

Sumos do not have massive charge, -2 XP.

Samurai warriors 0-4.

Foxes have unruly.

Fanatics +1 WS, +1 Ld, +4 starting XP