

Warmaster Historical – Sengoku Period Japanese [1467 – 1638 AD]

By John Shirley

Type	Attacks	Range	Armor	Hits	Stands	Cost	Numbers	Leader	Special
Mounted Samurai/ Warrior Monks	3	-	5+	3	3	110	2 [-] / 6 [-]	-	1
Foot Samurai/ Warrior Monks	3	-	5+	3	3	70	4 [2] / U [12]	-	2
Ashigaru – Spearmen	3	-	6+	3	3	45	4 [2] / U [12]	-	3
Ashigaru – Arquebusiers (Post 1543 only)	2	1x 30 2x 15	6+	3	3	70	2 [2] / 8 [8]	-	3, 4
Ashigaru – Archers	2	1x 30	-	3	3	50	- [-] / 4 [4]	-	3
Ikko Ikki/ Unarmored Monks/ Ronin	3	-	-	3	3	40	- [12] / 2 [U]	-	5
Light Guns	2	2x 40	-	4	1	50	- [-] / 2 [-]	-	6
General	+2	-	-	-	(1)	125	1 [1]	9+	
Leader	+1	-	-	-	(1)	80	- [-] / 3 [3]	8+	
Legendary Daimyos	-	-	-	-	-	+25	- [-] / 1 [-]	-	7

Numbers:

- Numbers in [] apply to Ikko Ikki armies. Ikko Ikki armies can be fielded from 1471 – 1580 AD.
- Ashigaru Arquebusier units cannot be fielded in pre-1543 armies. Instead increase numbers of Ashigaru Archers to 2 [2] / 8 [8].

Special Rules:

- 1) Mounted Samurai/ Warrior Monks: Heavy Cavalry. Shock as per rulebook.
- 2) Foot Samurai/ Warrior Monks: Individually well trained with weapons. May re-roll one missed attack per foot samurai stand in combat.
- 3) Ashigaru Spearmen, Arquebusiers, and Archers: Fought in separate weapons teams that were trained to work together. Ashigaru arquebusiers and archers were trained so that they could fall back through spearmen including samurai. Ashigaru arquebusiers and archers are semi-skirmishers and may evade per the rules for skirmishers. In all other aspects they follow the normal rules.
- 4) Arquebus: Armor Penetration. Armor saves count as 1 worse vs. Arquebus armed troops, 5+ becomes 6+, etc. Shoot twice at range < 15 cm.
- 5) Ikko Ikki/ Unarmored Monks/ Ronin = Fanatic religious mobs of monks and peasants or desperate ronin. Fanatics as per rulebook.
- 6) Light Guns = Light Artillery. Light Artillery as per rulebook.
- 7) Legendary Daimyos = Represents Takeda Shingen, Oda Nobunaga, Toyotomi Hideyoshi, and Tokugawa Ieyasu. One failed Command Roll by the General or a Leader may be re-rolled per turn. If it passes then the unit follows orders and the Commander can issue further orders that turn as if the original order had passed.

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Type	Cost	Nobunaga Units	Total	Ikko Ikki Units	Total	Numbers
Mounted Samurai/ Warrior Monks	110	4	440	0	0	2 [-] / 6 [-]
Foot Samurai/ Warrior Monks	70	11	770	5	350	4 [2] / 12 [8]
Ashigaru – Spearmen	45	9	405	7	315	4 [2] / 12 [8]
Ashigaru – Arquebusiers	70	4	280	5	350	2 [2] / 8 [8]
Ashigaru – Archers	50	4	200	2	100	- [-] / 4 [4]
Ikko Ikki/ Unarmored Monks/ Ronin	40	0	0	24	960	- [12] / - [U]
Light Guns	50	2	100	0	0	- [-] / 2 [-]
General	125	(1)	125	(1)	125	1 [1]
Leader	80	(3)	240	(3)	240	- [-] / 3 [3]
Legendary Daimyos	+25	0	0	0	0	- [-] / 1 [-]
Totals		34/ 17	2570	43/ 22	2440	

Type	Nobunaga #1	Nobunaga #2	Nobunaga #3	Ikko Ikki #1	Ikko Ikki #2	Ikko Ikki #3
Mounted Samurai/ Warrior Monks		2	2			
Foot Samurai/ Warrior Monks	7	2	2	5		
Ashigaru – Spearmen	3	3	3	7		
Ashigaru – Arquebusiers		2	2	1	2	2
Ashigaru – Archers	2	1	1		1	1
Ikko Ikki/ Unarmored Monks/ Ronin					12	12
Light Guns	2					
General	(1)			(1)		
Leader	(1)	(1)	(1)	(1)	(1)	(1)
Totals	14	10	10	13	15	15

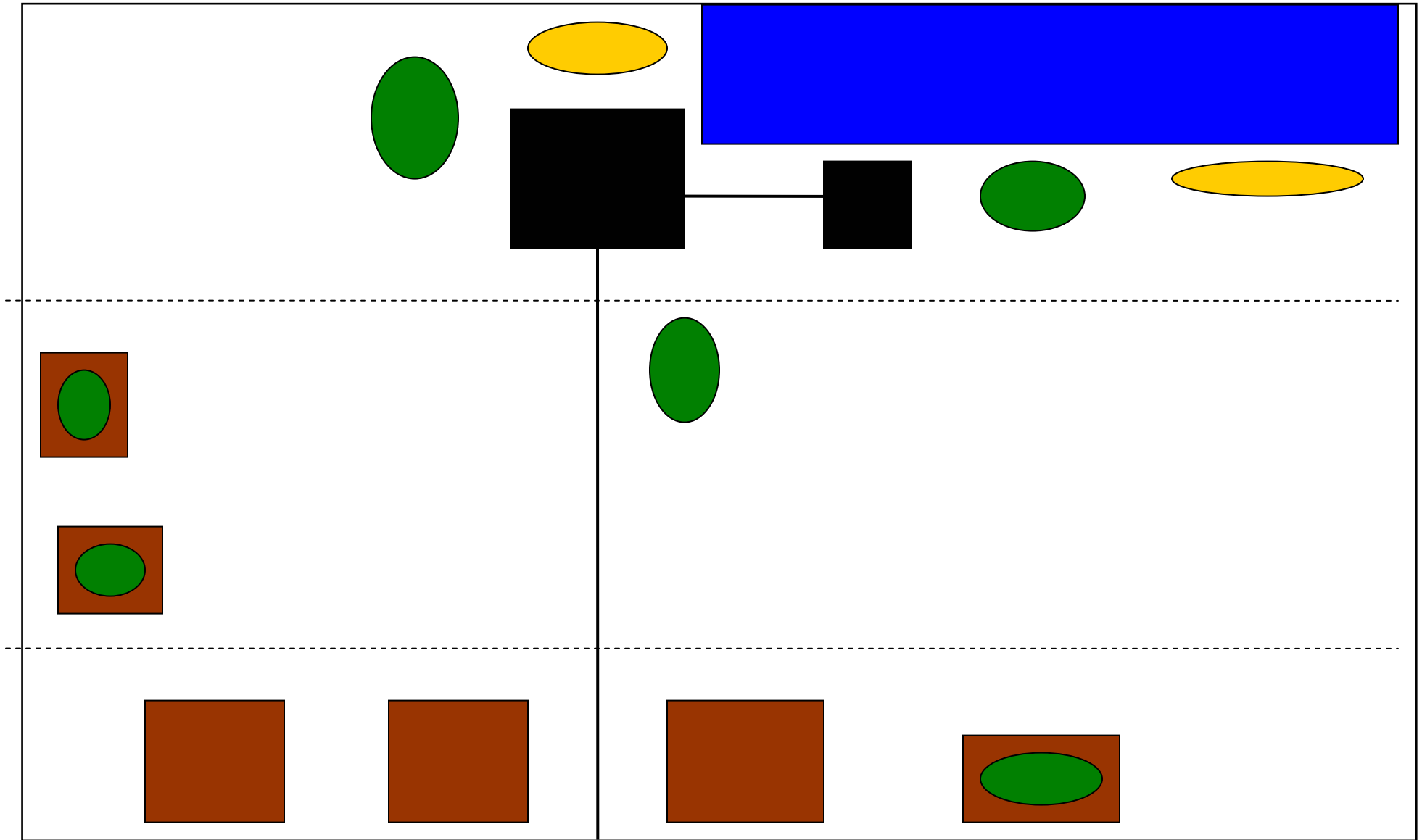
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Special Scenario Rules:

Oda Nobunaga conducted a campaign against the Ikko Ikki from 1570 – 1580 against their two fortress monastery complexes Nagashima and Ishiyama Hogan-ji spread out over two different river deltas. The sub-campaign and siege of Nagashima was fought over three campaigns in 1571, 1573, and 1574. Ishiyama Hogan-ji finally fell in 1580 after a five year siege. During the campaign of 1574 operations were conducted against the outlying communities, monasteries, temples, and fortifications of the Ikko Ikki around Nagashima Castle to weaken the support structure of the main fortress. This scenario is based on those operations.

Light artillery may be used to destroy village/temple walls, gates, and buildings. Artillery shooting at walls, gates, and buildings get +1 to hit. Walls, gates, and buildings have structure points (SP); walls have 12 SP, gates 8 SP, and buildings 16 SP. Each shot that hits does 1d6 worth of SP and when a structure's SP total is reached or exceeded it is destroyed. Buildings are subject to fire. Once a building's SP reaches half or below roll a d6 and on a roll of 6 the building is on fire. It will take an extra d6 of SP each turn. On the next and subsequent turns roll for fire for each adjacent building. Fires can be put out on a roll of 6 on a d6.

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Green Ovals = Woods or Orchards, Brown Rectangles = Hills, Gold Ovals = Marsh; Blue Rectangle = Sea; Big Black Rectangle = Village; Small Black Square = Temple; Single Black Lines = Road
Dashed = Deployment areas (Ikko Ikki above upper line (30 or 60cm deep) and Samurai below lower line (30cm deep) with 60cm between the lines.)