

Samurai Army

No Temple Dogs or Dragons: I wanted to create a quasi-fantasy list. Here it is:

| Troop | Type | Attack | Hits | Armour | Comm | Unit Size | Points | Min/Max | Special |
|-------------------|-----------|--------|------|--------|------|-----------|--------|---------|---------|
| Peasants | Infantry | 3 | 3 | 0 | - | 3 | 30 | 1/- | *1 |
| Ashigaru Yari | Infantry | 3 | 3 | 6+ | - | 3 | 45 | 1/- | - |
| Ashigaru Bows | Infantry | 3/1 | 3 | 0 | - | 3 | 55 | -/- | - |
| Ashigaru Arquebus | Infantry | 3/1 | 3 | 0 | - | 3 | 65 | -/2 | *2 |
| Warrior Monks | Infantry | 4 | 3 | 5+ | - | 3 | 120 | -/1 | *3 |
| Ninja | Infantry | 3/1 | 3 | 6+ | - | 3 | 80 | -/1 | *4 |
| Foot Samurai | Infantry | 4 | 3 | 6+ | - | 3 | 60 | 1/- | - |
| Trolls | Infantry | 5 | 3 | 5+ | - | 3 | 110 | -/2 | - |
| Mounted Samurai | Cavalry | 3/1 | 3 | 5+ | - | 3 | 100 | 1/- | - |
| Mounted Naginata | Cavalry | 4 | 3 | 4+ | - | 3 | 150 | -/1 | - |
| Akita | Cavalry | 2 | 3 | 0 | - | 3 | 45 | -/2 | *6 |
| Cannon | Artillery | 1/2 | 2 | 0 | - | 2 | 85 | -/1 | *7 |
| Kensai | Monster | 8 | 4 | 4+ | - | 1 | 135 | -/1 | *8 |
| Daimyo | General | +2 | - | - | 9 | 1 | 125 | 1 | - |
| Hero | Hero | +1 | - | - | 8 | 1 | 80 | -/7 | - |
| Wizard | Wizard | +0 | - | - | 7 | 1 | 45 | -/1 | - |
| Famous Hero | - | +1 | - | - | - | 1 | +45 | -/7 | *9 |

1. **Peasants:** A unit of peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the peasant unit is part of a brigade that includes at least one non-peasant unit. Peasants cannot use initiative to charge though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

2. **Arquebus:** The arquebus is a powerful weapon and, therefore, enemy armour counts as one less than normal.

3. **Warrior Monks:** Monks dodge enemies' blows rather than relying on armour and, therefore, their saves are not modified for any reason. Monks are immune to terror caused by enemy units.

4. **Ninja:** Ninja dodge enemies' blows rather than relying on armour and, therefore, their saves are not modified for any reason. Ninja carry throwing stars which only have a range of 15cm. However, as these weapons are light they can shoot to the side or behind without turning to face the enemy. In addition, Ninja do not have to be deployed before the game if the player does not wish to do so. Instead individual units can be infiltrated onto the battlefield once the game has begun. To infiltrate a unit, the Samurai player nominates the point where he wants the Ninja to appear and issues an 'infiltration' order from any character. The character does not have to be within his normal command range to issue an infiltration order - the character's command range is considered to extend over the entire tabletop when issuing an infiltration order. Treat the order as issued to the nominated point, and apply any modifiers for distance and proximity of enemy, but ignore penalties for dense terrain. The nominated point must lie either on the table within dense terrain or on any base edge other than the enemy player's own table edge. If successful, place one stand on the nominated spot and arrange the rest of the unit into formation around it. The infiltrated unit cannot be placed so that it touches an enemy unit. Once deployed, orders can be given to the unit by the same character that gave the infiltration order if he is within his normal command range, the infiltrating unit is considered to have used its first order to deploy. If the infiltration order is failed the unit is not deployed and cannot infiltrate that turn, it can attempt to infiltrate in a subsequent turn at the same or a different place.

5. **Trolls:** When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 command penalty. Trolls can regenerate wounds - in each round of combat after whole stands have been removed trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

6. **Akita:** If the unit of Akita charges against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters. Akita cannot have magic items.

7. **Cannon:** Cannon are extremely rare in The East and a Samurai army may, therefore, only ever field one unit of them, regardless of the size of the army. The rules for cannon are the same as in the main rule book (p. 67-71).

8. **Kensai:** Kensai, or Sword Saints, are martial arts masters who have dedicated their lives to the study of fighting skills. They are capable of defeating dozens of foes single handedly. Kensai cause terror in their enemy. Kensai are immensely proud and brave and, as such, cannot be brigaded with other units including other Kensai. Kensai are not able to enter terrain restricted to monsters; they are too arrogant to hide.

9. **Famous Hero:** A Samurai army may field up to 7 famous heroes (if you need to ask why you shouldn't be playing). These heroes cause terror in their enemy and add +1 attack to the usual hero's statistics.

SPELLS:

DEATH RAGE

5+ to cast
Range 30cm

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The effect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round. The unit gains bonus Death Rage attacks for the following combat phase.

To determine the number of bonus attacks roll one D6 at a time and add the results together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However - if the player rolls a second or subsequent dice and

scores the same value as any previously rolled dice, then the total Death Frenzy attacks are directed against the targeted unit instead of its enemy. Death Rage attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, $1 + 4 + 6 = 11$ extra attacks for the Samurai unit each round.

$1 + 4 + 1 = 6$ Attacks upon the Samurai unit in the first round.

VOICE OF COMMAND

5+ to hit

Range 30cm

The Wizard's voice booms out across the battlefield directing troops above the tumult of combat with the magical Voice of Command. The spell can be cast on any unengaged friendly unit within range regardless of whether the Wizard can see it or not. The spell affects only a single unit, never a brigade. The unit can be moved just as if it had received an order in the command phase. Character stands that have joined the unit will not move with it: they remain where they are.

BALL OF FLAME

5+ to cast

Range 30cm

A ball of flame shoots from the Wizard's outstretched arm burning all in its path.

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g. over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Ball of Flame as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Ball of Flame but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

TELEPORT

2+ to cast

Range N/A

With a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter the Wizard vanishes to reappear anywhere on the battlefield.

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Teleport! Roll to cast the second spell as normal. A Wizard that Teleports successfully can therefore potentially cast two spells that turn.