

ARMOURY

Katana

The Katana started as a cheaply constructed weapon that gradually evolved into the finely crafted family heirlooms of present day Nippon. It's not unusual for such weapons to be handed down from generation to generation.

In game terms, the Katana is a multi-dimensional weapon. If the wielder uses the katana with both hands, it strikes with a +1 to strength in the same way as a halberd. If used with one hand, the parrying ability of the weapon gives it the ability to function as a shield, thereby conferring a 6+ armor save. (The katana does not confer the additional hand weapon & shield armor save bonus). When combined with an additional hand weapon, the wielder still gets the shielding ability of the katana in addition to the additional attack. A katana can only be used with one hand (as a parrying weapon) when the wielder is mounted.

Sashimono are back banners worn by units as a way to show their servitude to their Daimyo. In game terms, Sashimono add +1 to Combat Resolution in the same way as a standard. A unit with a standard bearer and equipped with Sashimono may, therefore, benefit from +2 to combat resolution.

Samurai armor is heavy armor that incorporates Node upper armguards that increase the protection of the wearer. It confers a 4+ armor save (like chaos armor or full plate mail) in game terms.

Naginata are a wide-bladed spear-like weapon. They are treated like a halberd, conferring a +1 strength bonus, but they may also function as a spear, permitting the second rank of a unit to attack when they did not charge. Note that models in the second rank do not attack with +1 strength bonus.

SPECIAL RULES

Honorable

The Old World has Bretonnian knights who demonstrate a code of honor and chivalry unlike other races in the Warhammer World. The Eastern World has the Bushido Code embraced by Samurai warriors, which emulates the Chivalrous Code in manner respects.

Characters that are Honorable must always issue a Challenge in Close Combat and must always accept a Challenge if one is issued. When fighting a Challenge, these characters may re-roll failed rolls 'to hit' and 'to wound.'

Because of the special code of the Samurai, no units in a Nippon army may declare a charge unless a Samurai model or unit is all ready engaged in close combat or has all ready declared a charge.

Warrior of Legend

Heroic samurai warriors have legendary prowess and their reputation as being some of the best warriors in the known world is well earned. If a Warrior of Legend is reduced to 1 wound he instantly gains a 3+ Ward Save. If the character suffers multiple wounds that would kill him before he has gained his Ward save (eg. If he has more than one wound and is hit by a cannon ball), he will be reduced to 1 wound and then may attempt his ward save to stay alive and nullify the further wounds caused by the same hit.

Choosing Characters

The Nippon Army is similar to the Bretonnian Army of the West, where it is allotted 1 more Heroic Character than most other armies. This is attributable to Nippon having more noteworthy individual warriors while lacking in War Machines.

When selecting Characters for an army, increase the Hero allotment (not Lords) +1 for an army of Nippon. However, the General must always be a Daimyo or a Chugen. No other character may lead the army.

LORDS

Daimyo

Points: 166

In the West, great warriors who rule over a land carry titles such as "Baron" or "Count." In the East, if he has ascended from a Samurai, he carries the title of "Daimyo."

Profile	M	WS	BS	S	T	W	I	A	Ld
Daimyo	4	6	5	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5
Kirin	8	3	0	4	4	3	4	2	6

Equipment: Katana & Samurai armor.

Options:

- May have an additional hand weapon (+6 pts).
- May have a longbow (+15 pts) or a pistol (+10 pts).
- May ride a warhorse (+15 pts), which may be barded (+6 pts) or a Kirin (+50 pts).
- May choose magic items from Nippon magic items lists, with a maximum total value of 100 pts.

Special Rules

Honorable, Warrior of Legend. A Kirin may *Fly* and has an impale attack, conferring a +1 Strength bonus when charging.

Army of Nippon

Master Myoji

Points: 175

It is said the great sorcerers and mystics of Nippon converse with the Kami, or Gods of Nippon, and it is through them that they are empowered. As Myojin are devoted to the service of the greater beings, a Master Myoji may not be the General of your army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Master Myoji	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5
Kirin	8	3	0	4	4	3	4	2	6

Magic: Level 3 Wizard. May cast spells from the Lore of Heavens, Light, Fire or Beasts.

Equipment: Hand weapon.

Options:

- May be upgraded to a Level 4 Wizard for +35 points.
- May ride either a warhorse (+15 pts) or a Kirin (+50 pts).
- May choose magic items from the Nippon magic items lists, with a maximum total value of 100 pts.

Special Rules

.A Kirin may *Fly* and has an impale attack, conferring a +1 Strength bonus when charging.



HEROES

Chugen

Points: 120

Also called "Shogun" by Westerners, these are the great Samurai Warriors who serve the Daimyo as leaders of an army or garrison.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chugen	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5
Kirin	8	3	0	4	4	3	4	2	6

Equipment: Hand weapon.

Options:

Equipment: Katana & Samurai armor.

Options:

- May have an additional hand weapon (+4 pts).
- May have a longbow (+10 pts) or a pistol (+6 pts).
- May ride a warhorse (+10 pts), which may be barded (+4 pts) or a Kirin (+50 pts).
- May choose magic items from Nippon magic items lists, with a maximum total value of 50 pts.

Special Rules

Honorable, Warrior of Legend. A Kirin may *Fly* and has an impale attack, conferring a +1 Strength bonus when charging.

Battle Standard Bearer: One Chugen in the army may carry the Battle Standard for +25 points. He cannot be the General of the Army.

The Battle Standard Bearer cannot choose any non-magical equipment, other than what he comes equipped with. However, he may have a warhorse with barding if you wish.

The Battle Standard Bearer can have any magical banner (no points limit), but if he carries a magical banner he cannot carry any other magical item.

Army of Nippon

Myoji Points: 65

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

Magic: Level 1 Wizard. May cast spells from the Lore of Heavens, Light, Fire or Beasts.

Equipment: Hand weapon.

Options:

- May be upgraded to a Level 2 Wizard for +35 points.
- May choose magic items from the Nippon magic items lists, with a maximum total value of 50 pts.

Special Rules

Shun Horses: Part of the Monistic Order in the ranks of Myojin are that the lesser disciples may not ride mounts of any type into battle. Therefore, mounts are not an option for Myojin.



0-1 Rakshasa Points: 165

One embodiment of the Kami on the material world is in the form of a Rakshasa. This cat-like creature is often found in monasteries and other secluded areas spreading words of wisdom among the elders and Myojin of Nippon. Never the less, the Kami are not beyond interfering with warlike affairs in Nippon when they deem it in their best interest.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rakshasa	5	6	0	4	4	2	8	3	8

Magic: Level 1 Wizard. May cast a spell from the Lore of Heavens.

Equipment: Claws and/or a hand weapon.

Special Rules

Causes Fear, Immune to Psychology. Attacks from a Rakshasa are considered *magical* and the Rakshasa is entitled to a 5+ *Ward Save* against non-magical attacks.

The presence of a Rakshasa makes it more difficult to cast magic against an army. The Rakshasa may add one extra dice to the dispel pool in the opposing player's magic phase.

Rakshasa are tricky and cunning combatants, although they loath having to do so. In a Challenge, any enemy attempting to strike at the Rakshasa will only hit on 6's.

Army of Nippon

Ogre Magi

Points: 160

Another embodiment of the Kami on the material world is in the form of Ogre Magi. Unlike the Rakshasa, which are elusive and secluded, the Ogre Magi make their presence known in many courts of Nippon and it is said that they are usually the advisors to the Daimyo. If this is true, it is of little benefit to Nippon as a whole, as Ogre Magi seem to be as divided and greedy in the material world as the assorted warlords and Daimyos they are said to “advise.”

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre Mage	6	3	2	4	5	4	2	3	7

Magic: Level 1 Wizard. May cast a spell from the Lore of Heavens.

Equipment: Ogre Club.

Options:

- May be upgraded to a Level 2 Wizard for +35 points.
- May choose magic items from the Nippon magic items lists, with a maximum total value of 50 pts.

Special Rules

Causes Fear, Immune to Poison. The Ogre Club wielded by an Ogre Mage is a hand weapon, but it imposes an extra -1 armor save modifier. The Ogre Mage loses this bonus if he wields any other weapon.

All attacks from an Ogre Mage are considered *magical* and the Ogre Mage is entitled to a 5+ *Ward Save* against non-magical attacks.



Ninja Assassin

Points: 50

It is said that the Dark Elves trained the Ninja in the mysterious art and this is at the root of the long, often misunderstood, alliance between these two races. The Ninja are usually employed by a Daimyo to maintain order in his kingdom, but they are also the elite force for infiltrating and performing espionage tactics against an enemy force. The best Ninja become assassins and are often used by the Daimyo to kill political opponents or target enemy Generals.

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	6	5	4	4	2	8	3	8

Equipment: Two hand weapons & throwing stars (javelins).

Options:

- May choose up to 50 points of magic items from the Nippon magic items list or Martial Arts List.
- May be equipped with Smoke Bombs (+20 pts).

Special Rules

All mundane hand weapons and throwing stars used by the Assassin are *Poisoned Attacks*. The Assassin may deploy at the beginning of the game as a *Scout* or Hidden within a friendly unit. A hidden Assassin can be revealed at the start of the Nippon Player’s turn or at the start of any Close Combat Phase. The owning player declares the unit contains an Assassin and places the model among the ranks where it can fight (may not be another character or a member of the unit’s command group). If there is no room, the Assassin is placed in the second rank. Assassins always strike first in the round that they are revealed in Close Combat, even against chargers. Units may not use the Leadership value of an Assassin at any time, as he is not trusted among any warriors or commoners of Nippon.

If an Assassin is not part of a unit and is forced to flee following a Break Test, he will drop smoke bombs (if he has them) in order to prevent pursuit. If an Assassin drops Smoke Bombs, the intended pursuer must roll a 4+ on a d6 in order to pursue. Otherwise, the pursuer may not go after the Assassin.

Army of Nippon

CORE UNITS

1+ Samurai **Pts/model: 10**

The Core fighting units of all Nipponese armies, the Samurai are considered the best warriors in the East.

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

Unit Size: 10+

Equipment: Katana & Samurai Armor.

Options:

- May have Longbows (+5 pts), additional hand weapons (+2 pts) or replace their Katana with Naginata for free.
- Equip unit with Sashimono for +25 points.
- Upgrade one Samurai to a musician for +6 pts.
- Upgrade one Samurai to a Standard Bearer for +12 pts.
- Upgrade one Samurai to a Sashui for +12 pts.

Special Rules: *Stubborn*



Ashigaru **Pts/model: 5**

Ashigaru are the peasant militia of Nippon. Because they are peasants, they are often under-estimated by outsiders. However, they are a militia, meaning that they can gather and train under the watchful eye of a Chugen and they are kept in a state of readiness by any Daimyo who anticipates a battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ashigaru	4	3	3	3	3	1	3	1	7
Shas'o	4	3	3	3	3	1	3	2	7
Shasui	4	4	3	3	3	1	3	2	8

Unit Size: 10+

Equipment: Hand weapon, Naginata.

Options:

- May replace the Naginata with a katana for free.
- May be equipped with light armor (+1 pt/model) and/or shields (+1 pt/model).
- Upgrade one Ashigaru to a musician for +4 pts.
- Upgrade one Ashigaru to a Standard Bearer for +8 pts.
- Upgrade one Ashigaru to a Shas'o for +8 pts.
- May replace a Shas'o with a Samurai Shasui for +22 pts (meaning total cost is +30 pts). The Shasui is armed using the Samurai unit selection (does not have to be armed the same as the unit).
- Equip a Samurai led unit with Sashimono for +25 points.

Army of Nippon

Ashigaru Missiles Pts/model: 7

Profile	M	WS	BS	S	T	W	I	A	Ld
Ashigaru	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7
Shasui	4	4	3	3	3	1	3	2	8

Unit Size: 10+

Equipment: Hand weapon & Bow.

Options:

- May replace the bow with a handgun (+1 pt/model).
- May be equipped with light armor (+1 pt/model).
- Upgrade one Ashigaru to a musician for +5 pts.
- Upgrade one Ashigaru to a Standard Bearer for +10 pts.
- Upgrade one Ashigaru to a Marksman for +5 pts.
- May replace a Marksman with a Samurai Shasui for +22 pts (meaning total cost is +27 pts). The Shasui is armed using the Samurai unit selection (does not have to be armed the same as the unit).
- Equip a Samurai led unit with Sashimono for +25 points



Kamikaze Bomber Pts/model: 35

While the Warrior Class, like the Samurai, have a way of dealing with disgrace (as Ronin), the peasant class has no such outlet. Instead, they will resort to acts of desperation in an attempt to make amends with the Kami for something they've done wrong, or to end a lifetime of despair.

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

Unit Size: 1

Equipment: Keg of gunpowder.

Special Rules

Kamikaze Bombers start the game in a unit of Ashigaru or Wakkado peasants. You may have up to 1 Bomber in each unit. At any time, during the Charge Declaration Phase, the unit may declare that they are sending out the Kamikaze Bomber. The fuse is lit and the bomber goes charging off toward the enemy.

Move the Bomber during the Compulsory Move Phase. He will travel 2d6-2" before the bomb detonates. This means that the bomb could detonate in the parent unit (on a roll of 2) or as far away as 10". When it detonates, place the blast template over the model. Any units touched by the template will sustain d6 Strength 6 Flaming Attacks allocated like shooting and the Kamikaze Bomber model is removed.

The Kamikaze cannot be singled out of a unit by any means as he is kept in the back ranks and brought forward when needed. It can only be attacked in close combat if an enemy is in base to base contact with it and designates attacks (like allocating them against a Champion) and can only be hit by missile fire if the fire is randomized (when a unit gets below 5 models). The Kamikaze is entitled to a "Look Out, Sir!" roll if hit by a template weapon.

The owning player may choose to detonate the Kamikaze during the Close Combat phase, rather than make its one attack. This is a desperate act and is usually only considered when it is not expected to survive the onslaught of the enemy.

SPECIAL UNITS

Wakkado Peasants Pts/model: 2

Where the Ashigaru are a trained militia to be used by the Daimyo, the Wakkado are literally taken from the farms and homesteads and thrown onto the battlefield with no formal training. A Daimyo may choose to press a unit of peasants into duty for the sake of getting numbers onto the battlefield.

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

Unit Size: 20+

Equipment: Hand weapon, throwing stones.

Options:

- Upgrade one peasant to a Corporal for +2 pts.

Special Rules

Everyone in the Nippon army knows the role of the Wakkado are to get in the way and make a general nuisance of themselves in front of the enemy. They also know they lack any martial prowess. Wakkado peasants do not cause a panic test for any other unit in the army.

Wakkado peasants are in no hurry to close and engage an enemy unit. To represent their lack of discipline, roll a d6 at the start of every Nippon turn. On a roll of '1' the peasants may not move or shoot for that turn. Any characters attached to the unit may not move or shoot either.

Peasants instinctively tend to shout and throw things at an enemy, hoping they will just go away. During the shooting phase, peasants may throw stones and other debris they pick up on the battlefield. They may throw 2x per turn (treated as multiple shots) with Strength 2 and a range of 8". As thrown weapons, there are no penalties for moving or long range.



Samurai Cavalry Pts/model: 19

The use of Heavy Cavalry in the Armies of Cathay varies by region, but they are more commonly found than the heavy chariots.

You may not use Heavy Cavalry in an army that uses Heavy Chariots unless the heavy chariot is carrying a character.

Profile	M	WS	BS	S	T	W	I	A	Ld
Samurai	-	4	3	3	3	1	3	1	8
Shasui	-	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	-	-	3	1	-

Unit Size: 5+

Equipment: Hand weapon, katana & samurai armor. They ride warhorses.

Options:

- May replace their katana with a Naginata for free.
- Any unit may be equipped with bows for +4 pts/model.
- Any unit may have barding for their warhorses for +2 pts/model.
- Equip unit with Sashimono for +25 points.
- Upgrade one Samurai to a musician for +10 pts.
- Upgrade one Samurai to a Standard Bearer for +10 pts.
- Upgrade one Samurai to a Sashui for +10 pts.

Special Rules

Mounted combat is not a generally accepted form of warfare in Nippon, therefore, Samurai and other great warriors of Nippon are not as adept at it. To represent this, Mounted Samurai are not Stubborn, like their counterparts on foot.



Army of Nippon

0-1 Ronin

Pts/model: 8

Ronin are disgraced or masterless Samurai, who usually operate individually. However, on occasion, they may gather in bands and fight for a Daimyo or appear on the battlefield in an attempt to regain their honor.

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

Unit Size: 8+

Equipment: Katana

Options:

- May have additional hand weapons (+2 pts/model).
- May be armed with throwing stars (+2 pts/model).
- Upgrade one Ronin to a musician for +10 pts.
- Upgrade one Ronin to a Standard Bearer for +10 pts.
- Upgrade one Ronin to a Sashui for +10 pts.
- A Ronin Shasui may choose up to 25 points of items from the Martial Arts list.

Special Rules: *Skirmishers*

0-1 Ninja

Pts/model: 12

Not to be confused with the Ninja Assassin, a clutch of Ninja are a small group functioning in a scouting capacity to get behind enemy lines and inflict damage from within. However, as Ninja, they have access to the martial weapons otherwise used by assassins.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ninja	6	4	4	3	3	1	5	1	7
Shasui	6	4	4	3	3	1	5	2	7

Unit Size: 5-15

Equipment: Two hand weapons.

Options:

- May replace their two hand weapons with a katana at no extra cost. May replace one hand weapon with a katana (+2 pts/model). This confers the benefits of a katana with additional hand weapon.
- May be armed with throwing stars (+3 pts/model).
- May choose to poison their weapons (+2 pts/model) and/or throwing stars (+1 pt/model). A katana may not be poisoned.
- A Ninja Shasui may choose up to 25 points of items from the Martial Arts list.

Special Rules: *Skirmishers, scouts.*



Army of Nippon

RARE UNITS

Warrior Monks Pts/model: 18

Warrior Monks are students of High Martial Arts in the monasteries of Nippon and are considered some of the most disciplined, and deadly, combatants in the Warhammer World.

Profile	M	WS	BS	S	T	W	I	A	Ld
Monk	5	6	4	3	3	1	6	1	8
Abbot	5	6	4	3	3	1	6	2	8

Unit Size: 5-15

Equipment: Katana

Options:

- May have additional hand weapons (+2 pts/model).
- May be armed with throwing stars (+2 pts/model).
- Upgrade one Monk to an Abbot for +14 pts.
- An Abbot may choose up to 25 points of items from the Martial Items list, but he may not choose poison.

Special Rules

Skirmishers, Immune to Psychology

Warrior Monks have an inner Chi that they draw upon for protection from the supernatural. They have a Magic Resistance (1). They are agile in combat and difficult to target, thus they are entitled to a 6+ Ward Save.

In each round of combat that they fight, Warrior Monks must choose one of the following Martial Arts moves to perform. They may not perform the same move in two consecutive turns of the same combat engagement.

Pinpoint Precision: The Warrior Monks have the Killing Blow special ability.

Roundhouse Kick: The Warrior Monks gain +1 Attack each.

Defensive Dodge: The Warrior Monks have a 4+ Ward Save.

Assassin's Coven Pts/team: 210

On rare occasions, a Coven of Ninja Assassins will be sent out to wreak havoc on an enemy. Their mission is to hunt down and kill individual characters or small units, including War Machines. As a Coven, they do not count as characters, cannot buy magic or Martial Arts items and, for gaming purposes, form a single skirmishing unit that none of them can leave.

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	6	5	4	4	2	8	3	8

Unit Size: 3 Ninja Assassins

Equipment: Two hand weapons & throwing stars (javelins).

Options:

- May be equipped with Smoke Bombs (+30 pts).

Special Rules

Scout, Poisoned Attacks, Skirmish

All mundane hand weapons and throwing stars used by the Assassin are *Poisoned Attacks*. If the Coven is forced to flee following a Break Test, they will drop smoke bombs (if they have them) in order to prevent pursuit. The intended pursuer must roll a 4+ on a d6 in order to pursue. Otherwise, the pursuer may not go after the fleeing Coven.

MAGIC ITEMS

MARTIAL ARTS & ITEMS

These skills and weapons are used by the under-society of Nippon culture: namely the Ninja and in some Monasteries. Characters can choose more than one item from the Martial Weapons list.

DODGE SKILL: 30 pts
The model has a 5+ Ward Save.

DEADLY ACCURACY: 30 pts
The model has the Killing Blow special ability for close combat attacks.

MANBANE: 25 pts
Poison. Cannot be combined with other poisonous close combat attacks and Manbane does not follow the rules for Poisonous Attacks like other poisons do.

A character whose close combat weapons are coated with Manbane always counts their strength as one higher than the targets Toughness unless his strength would normally be more than this, up to a maximum Strength 6. This means that they will always wound opponents with Toughness 5 or less on a 3+ or better. This modified strength is used to calculate saving throw modifiers. Attacks with Manbane do not follow the rules for Poisonous Attacks like other poisons do.

NUNCHUCKS: 25 pts
This defensive weapon is used to foil an aggressive attacker and is only used when a Challenge is issued. During a Challenge, the model wielding the Nunchucks can only be hit by the opponent rolling 6's.

Using Nunchucks prevents the model from using any other weapon in Close Combat, but an attacker may strike with them using his normal Attacks Characteristic.

BLACK LOTUS: 25 pts
Poison. Cannot be combined with other poisonous close combat attacks and Black Lotus does not follow the rules for Poisonous Attacks like other poisons do.

For every wound a model suffers from a close combat weapon coated with Black Lotus (after saves, etc.) they also lose 1 point from all of their other characteristics except Movement. This lasts for the rest of the battle down to a minimum characteristic of 1.

DARK VENOM: 10 pts
The model has poisonous attacks. May only be used on close combat weapons.

MAGIC WEAPONS

SWORD OF STRIKING: 40 pts
Katana: +1 to hit.

SWORD OF BATTLE: 35 pts
Katana: +1 Attack

SWORD OF MIGHT: 30 pts
Katana: +1 Strength

MAGIC ARMOR

ARMOR OF RYU: 5 pts
Daimyo or Chugen Only. Samurai Armor with +1 armor save modifier (resulting in a 3+ armor save vs. 4+).

MAGIC TALISMANS

TALISMAN OF PROTECTION: 15 pts
Confers a 6+ Ward Save.

ARCANE ITEMS

STAFF OF SORCERY: 50 pts
+1 to dispel.

DISPEL SCROLL: 25 pts
One Use Only. Automatically dispels an enemy spell that has not been cast with Irresistible Force.

POWER STONE: 25 pts
One Use Only. +2 Dice to Cast a spell.

MAGIC BANNERS

WAR BANNER: 25 pts
The unit may add +1 to the Combat Resolution of any close combat in which it is involved.

SPECIAL CHARACTERS

Raiko 389 Points

Raiko, the favored of the Gods, is a fighter of enchanted monsters, and for his many victories over Giants, Daemons and the Undead he has been gifted by the Kami of Nippon with greater endurance and inhuman speed.

Raiko is a Lord Character, but he will use an additional Hero slot in your army roster. As an independent Hero, he does not have to be the General of the Army (leaving that role to another Daimyo or Chugen).

Profile	M	WS	BS	S	T	W	I	A	Ld
Raiko	5	7	6	4	4	4	8	4	10

Equipment: Samurai Armor, Bow of Yurimitsu, Katana

Armor Save: 4+

Special Rules

Honorable, Warrior of Legend. Raiko has such rapid reflexes that he *Always Strikes First* in close combat, even when being charged. He is so capable and nimble that he gets a 5+ Ward Save, representing his ability to Dodge incoming attacks.

Raiko has established his reputation fighting large, horrific creatures. He may re-roll any failed psychology tests when fighting Undead, Daemons or Giants (in the case of a Giant, only the Fear & Terror tests are re-rolled, since an entire army is not made up of Giants).

Bow of Yurimitsu: Raiko may re-roll missed shots fired from this longbow; gifted to him by the Kami. One such side effect, however, is that he sustains a Strength 3 hit any time he misses on the re-roll. Attacks from the bow are counted as magical. Any models wounded by this bow must pass a Toughness test at the end of the Shooting Phase. If the model fails the Toughness test, it is slain regardless of how many wounds it has left. No armor or ward saves are allowed against wounds caused by this Toughness Test.

Yamamoto Date 274 points

The son of an Emperor, Yamamoto Date is known as a skilled warrior and for his loyalty to his father. Many tales exist of cunning and skill at disguise, which enables him to get behind battle lines and into situations otherwise inaccessible to a Samurai Warrior.

Yamamoto Date is a Lord Character, but he will use an additional Hero slot in your army roster. As an independent Hero, he does not have to be the General of the Army (leaving that role to another Daimyo or Chugen).

Profile	M	WS	BS	S	T	W	I	A	Ld
Yamamoto Date	4	6	5	4	4	3	6	4	9

Equipment: Samurai Armor and *The Date Katana*.

Armor Save: 4+

Special Rules

Scout, Honorable, Warrior of Legend.

The Date Katana: This family heirloom functions as a normal Katana in Close Combat, conferring a +1 Strength Bonus or being used to parry attacks, thereby conferring a +1 armor save bonus. In addition, when wounded by this weapon, the target is not allowed an armor saving throw.

The Katana was forged and enchanted with the slaying of dragons in mind. When fighting against a dragon (not the rider), the Date Katana will wound the dragon on a 2+ and cause d3 wounds. (with no armor saves allowed).

Army of Nippon

Yoshi-Iye 252 points

This warrior holds the War God Hachiman as his patron and legend states that, occasionally, his prayers are answered by Hachiman (including his gift of a bow). Although a skilled Samurai Warrior in his own right, he is most known as a deadly sharpshooter with his bow.

Yoshi-Iye is a Lord Character, but he will use an additional Hero slot in your army roster. As an independent Hero, he does not have to be the General of the Army (leaving that role to another Daimyo or Chugen).

Profile	M	WS	BS	S	T	W	I	A	Ld
Yoshi-Iye	4	6	5	4	4	3	6	4	9

Equipment: Samurai Armor, Katana and *The Bow of Hachiman*.

Armor Save: 4+

Options:

- May ride a warhorse (+15 pts), which may be barded (+6 pts) or a Kirin (+55 pts).

Special Rules

Honorable, Warrior of Legend.

Bow of Hachiman: The Bow of Hachiman is a longbow, but each hit is resolved like a single shot from a Bolt Thrower. Unlike a Bolt Thrower, however, the Bow of Hachiman enables the user to move & shoot and use it in a Stand & Shoot charge reaction.

Favored of Hachiman: Yoshi-Iye demonstrates a pious devotion to his God and prays before every battle for strength, courage and martial prowess. To represent this, at the start of every battle (after every one has set up), roll on the Favored of Hachiman Table to see what Gift the War God bequeaths upon Yoshi. The ability will last for the duration of the battle and cannot be dispelled or undone.

D6 Bestowed Ability

- 1-2 **No Effect.** Although Yoshi may be encouraged or feel at peace, there is nothing bestowed that translates into battlefield ability.
- 3 **Protection of the Gods:** Yoshi may ignore the first wound he suffers in the battle.
- 4 **Strikes True:** Opponents fighting Yoshi in close combat do not get an armor save against any wounds caused by him.
- 5 **Hachiman's Presence:** The supernatural presence of Hachiman is with Yoshi this day and he *Causes Terror*.
- 6 **Undying Devotion:** Yoshi and any unit he leads are *Stubborn* for the duration of the battle. This includes any additional characters that join Yoshi in a unit.

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Basis Points

Katana: Cost of a halberd + shield.
Sashimono: As a magic War Banner being added to the unit (+25 pts).
Naginata: Cost of halberd & spear.
Honorable: Bretonnian Virtue of Confidence 25 pts.
Warrior of Legend: Bretonnian Insignia of the Quest 30 pts.
Daimyo: Dogs of War General.
Kirin: Dark Pegasus
Master Myoji & Myoji: Empire Wizards
Rakshasa: Magic using Branchwraith with Annoyance of Netlings and Cluster of Radiants spites.
Ogre Mage: Ogre Kingdoms Butcher with Ward Save bonus allowed (vs. magical offset by magical attacks).
Ogre Club replaces Bull Rush.
Ninja Assassin: Skaven Assassin
Samurai: Empire Great Swords
Ashigaru: Empire State troops.
Wakkado Peasants: Gnoblar
Kamakaze Bomber based on Dwarf Mining Charges.
Samurai Cavalry: Dogs of War Heavy Cavavry
Ronin: Dogs of War Duelists.
Ninja: Skaven Gutter Runners.
Warrior Monks: War Dancers
Assassin's Coven: Storm of Chaos Eshin Triad.
Raiko: High Elf Lord. Bow of Yurimitsu are Wood Elf Asyendi's Bane and Hagbane Arrows. +1 Wound(50) & +1 Toughness(45) from Dwarf Runes. Valour of the Ages (from High Elves) translates to specific models.
Yamamoto Date: Scout Kindred from Wood Elves.
Weapon is Empire Sword of Fate & Rune of Alaric the Mad (50 pts. No armor save).
Yoshi-Iye: Favored of Hachiman: Empire Jade Amulet(40), No Armor Save(50), Empire Banner of Sigismund(60) & Wood Elf Blight of Terrors (50) divided by 6. Bow of Hachiman is High Elf Bow of the Seafarer.

If using as a Standard Warhammer Army, this army should be fielded as an Empire army using the following units rules/substitutions. Although some of the units won't perform as they were designed for the Nippon army, these substitutions will enable you to build an army that permits you to use most of the models.

Daimyo = General of the Empire
Master Myoji = Wizard Lord
Chugen = Captain of the Empire
Myoji = Battle Wizard
Ogre Mage = Ogre Irongut [Rare Choice]
Rakshasa = Warrior Priest (unmounted)
Ninja Assassin = [Not available]
Samurai = Great Swords
Ashigaru = Spearmen, Halberdiers or Swordsmen
Ashigaru Missiles = Archers or Handgunners
Kamikaze Bomber = [Not available]
Wakkado Peasants = Free Company Militia
Samurai Cavalry = Knightly Orders [Not Inner Circle]
Ronin = Dogs of War Duelists [rare choice]
Ninja = Vesper's Vendetta [Regiment of Renowned Rare]
Warrior Monks = Flagellants
Assassin's Coven = [Not available]