

Warband Special rules:

Strictures: A stringent regime of meditation is used by Strictures: monks. Their faith is supported by a notion that the skin of ones body is armour in itself. Monks never wear any kind of armour

Samurais Distaste for Poison: The use of poisons and various drugs is a speciality for dishonourable warriors who would stoop to such ends. Samurais frown on this and will never use them

Outsiders: Foreigners are generally considered Outsiders: unwelcome by the The Battle Monks warband may never hire any sort of Hired Sword or Dramatis Personae unless specifically stated with the Hired sword/Dramatis Personae.

Starting experience:

the leader starts with 20 Experience.

Shaolin monks and Ninjas start with 15 Experience.

Samurai retainer and Onna-bugeisha starts with 12 Experience.

Warrior Monks starts with 8 Experience.

Ashigru Retainer/Mystic starts with 0 Experience.

Choice of warriors:

This warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Heroes:

Max 5 Starting heroes rule applies
leader

- **Honorable samurai**
cant recruit ninjas or mystics

- **Ronin**
cant recruit monks or retainer samurais

- **Merchant**
can recruit all for +15cg to each recruitment cost

youngbloods

- Ashigru Retainer 0-2

champions

- samurai Retainer 0-2
- Onna-bugeisha 0-2
- warrior monk 0-2

specials

- Ninja 0-1
- Mystic 0-1
- Shaolin monk 0-1

Henchmen

- Ashigaru
- Samurais 0-5
- Peasants 0-0

Characteristic increase

This warband are humans and therefore use the maximum profile for humans.

skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Honorable samurai	V	V		V	V	V
Ronin	V	V		V	V	V
Merchant		V	V		V	V
Ashigaru retainer	V	V	V	V	V	V
Samurai retainer	V	V		V	V	V
Onna-bugeisha	V		V		V	V
Ninja	V	V			V	V
Mystic			V		V	V
Shaolin monk	V		V		V	V
Warrior monk	V	V	V	V	V	V

Heroes

0-1 Honorable samurai

60 gold crowns to hire

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

Weapons/Armour: Honorable samurai may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of Honorable samurai may use his Leadership when taking Ld tests.

Ride Horse: Honorable samurai is trained in riding Horses.

Decree: When the Honorable samurai dies, a new one must be hired as soon as possible or chosen from your samurais. Until you have done so, no other warriors and/or equipment may be bought. The new Emissary will then reclaim Leadership of the warband

Glory seeker: The Honorable samurai does not gain xp from taking henchmen out of action, but gains 2xp for each hero taken out of action.

0-1 Ronin

60 gold crowns to hire

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

Weapons/Armour: Ronin may be equipped with weapons and armour chosen from the Hero Equipment list

SPECIAL RULES

Leader: Any warrior within 6" of Honorable samurai may use his Leadership when taking Ld tests.

Hero of the people: The Ronin may make a Ld test before the battle. If the test is successful, D3+1 Peasants join the warband for the next game (this may exceed the maximum number of warriors). Each Peasant in the warband is subject to Hatred for the duration of the battle.

0-1 Merchant

60 gold crowns to hire

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

Weapons/Armour: Merchant may be equipped with weapons and armour chosen from the Hero Equipment list

SPECIAL RULES

Leader: Any warrior within 6" of Honorable samurai may use his Leadership when taking Ld tests.

Rich and they know it: the merchant can hire from the whole warband hero list, but at a 15+cg to each of their recruitment cost.

Haggle: The Merchant knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

Pawnbroker: The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

Marketeer: The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken out of action) the Merchant can visit one of two markets: the Black Market and Exotic Wares, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer. All the items purchased through the Merchant's market contacts are at their base price so ignore the random gold modifiers attached on all items.

Black Market Crooks and brigands supply the black market, where denizens of the Nippon underworld sell and procure all manner of illicit substances. They are regularly frequented by assassins, merchants, and less professional scumbags.

D6 Items

- 1 Nothing available
- 2 Spider spittle (D3 doses)
- 3 Fire bomb
- 4 Fighting claws
- 5 Katana

6 Lesser artefact: For 75 + D6 x 10 gold crowns the warband may purchase an artefact, determined at random from the Lesser Artefacts

Exotic Wares Traders from across the seas can be found in the shady taverns and street corners on the outskirts of the border town. They have many exotic and wondrous foreign items for sale at steep prices...

D6 Items

- 1 Nothing available
- 2 Gromril armour
- 3 Elf bow
- 4 Ithilmar armour
- 5 Tome of magic
- 6 Elven Cloak

o-2 Samurai Retainer

40 gold crowns to hire

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

Weapons/Armour: Samurai Retainer may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES:

Sworn protector: if the samurai is within 2 inches of the leader and the leader is hit, he can make a initiative test to switch place and take the hit. (but only if the leaders adversary has less experience than the leader.) Then making wound and armor rolls as normal

Glory seeker: The samurai Retainers does not gain xp from taking henchmen out of action, but gains 2xp for each hero taken out of action.

o-2 Onna-bugeisha

35 gold crowns to hire

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

Weapons/Armour: Onna-bugeisha may be equipped with weapons and armour chosen from the Monk Equipment list.

SPECIAL RULES:

Polearm expert: may parry with Polearms, fighting with a polearm gives firststrike and +1WS

Small but effctive: if the Onna-bugeisha if fighting a Large Target, she gets +1A

o-1 Shaolin monk

45 gold crowns to hire

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

Weapons/Armour: Shaolin monk may be equipped with weapons and armour chosen from the Monk Equipment list.

Monks suffer no penalties whatsoever for fighting unarmed and they receive +1 Attack when doing so.

SPECIAL RULES:

Art of Silent Death: Shaolin monk have become masters of the Art of Silent Death: masters of the art of open-hand fighting. In hand-to-hand combat, if fighting unarmed, they will cause a critical hit on a roll 'to wound' of 5-6 instead of a 6. If the Dragon Monk wields a quarter staff, only the unarmed attacks will cause a critical hit on 5+.

o-1 Ninja

50 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	LD
	5	4	4	3	3	1	5	1	7

Weapons/Armour: warrior monk may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES:

Scale sheer surfaces

Hide in Shadows: the Ninja can blend into the shadows so that his opponents will not see him. As long as he is with in 1" of a wall or other linear obstacle (hedge, fence, wall etc..) opposing models must pass an initiativetest in order to charge or shoot him.

o-2 Ashigaru Retainer

25 gold crowns to hire

Profil	M	WS	BS	S	T	W	I	A	LD
e	4	3	3	3	3	1	3	1	6

Weapons/Armour: Ashigaru Retainer may be equipped with weapons and armour chosen from the Hero Equipment list

o-2 warrior monk

45 gold crowns to hire

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

Weapons/Armour: warrior monk may be equipped with weapons and armour chosen from the Monk Equipment list.

SPECIAL RULES:

o-1 Mystic

35 gold crowns to hire

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

Weapons/Armour: warrior monk may be equipped with weapons and armour chosen from the Hero Equipment list.

SPECIAL RULES:

Wizard:

can take lesser magic spells. Starts with non

Henchmen

Ashigaru

20 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	3	3	3	1	3	1	5

Weapons/Armour: Ashigaru may be equipped with weapons and armour chosen from the Henchmen Equipment list

o-5 Samurai

30 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	LD
	4	4	3	3	3	1	4	1	6

Weapons/Armour: Samurai may be equipped with weapons and armour chosen from the Henchmen Equipment list

peasant

Cant be hired

Profile	M	WS	BS	S	T	W	I	A	LD
	4	2	2	3	2	1	2	1	4

Weapons/Armour: A peasant is usually equipped with a pitchfork, torch or other simple tool. Treat them as fighting unarmed but without any penalties.

SPECIAL RULES:

Simple folk: Peasants never gain Experience.

Mob: Peasants become threatening in large numbers. A Peasant gets +1 Ld for each other allied Peasant model within 3". Due to this they do not benefit from the leader rule.

Ignored: Peasants that are Ignored: out of action do not count to the number of out of action models for the purpose of Rout tests.

Downtrodden: When a Peasant is wounded do not roll for injury. The model is immediately taken out of action.

Equipment Lists

Hero List	Monk list	Henchmen list
Hand-to-hand Combat Weapons Dagger/Tanto.....1st free/2gc Spear/Yari10gc Sword10gc Katana.....40gc No-Dachi.....20gc Naginata/hallbard.....15gc Throwingstars*.....15 gc Ninja only*	Hand-to-hand Combat Weapons Dagger/Tanto.....1st free/2gc Naginata/hallbard.....15gc Spear.....10gc Staff.....3gc Katana.....40gc Sword10gc	Hand-to-hand Combat Weapons Dagger/Tanto.....1st free/2gc Spear/Yari10gc Naginata.....10gc Katana.....40gc Sword10gc
Missile Weapons Long Bow.....15gc handgun.....30gc Crossbow***25gc cathayan candles**25+D6gc Smoke Bomb*30+2D6gc Pistol/brace15gc/30gc ninja only* mystic only** Ashigarus only***	Missile Weapons Long Bow.....15gc Handgun.....30gc	Missile Weapons Long Bow.....15gc Handgun.....30 gc Crossbow*25 gc Hand-held Dragon Rocket*.80+2D6gc Ashigaru only*
Armour Heavy armour.....50 gc Light armour.....20gc Helmet.....5gc Shield5 gc	Armour Light armour*10gc Helmet*5gc Warrior monk/Onna-Bugeisha only*	Armour Heavy armour*50 gc Light armour.....10gc Helmet.....5gc Shield5 gc Samurai only*
Miscellaneous Cathayan/Nippon Silk Clothes.....40 gc Horse*30 gc firecrackers**20gc Leader only* ninja only**	Miscellaneous Caltrops.....15+2D6gc	Miscellaneous Banner.....10 gc

Weapons List

Cathayan candles

25+d6 gold crowns

Availability: rare 9

Range	Strength	Special rules
6 Inch	6	Thrown weapon, Set on fire

SPECIAL RULES:

Thrown weapon: A model using Cathayan candles Thrown weapon: does not suffer penalties for range or moving.

Volatile: On a roll of 1 to hit, Cathayan candles explode in the throwers hand. Roll to wound treating the throwing model as the target.

Set on fire: If you hit with the Cathayan candles roll a D6. If you score a 5+ your opponent has been set on fire. They must roll a D6 in the Recovery phase and score a 4+ to put themselves out or they will suffer a Strength 4 hit and will be unable to do anything other than move for each turn they are on fire. Allies may also attempt to put the warrior out. They must be in base contact and need a 4+ to be successful.

Hand-held Dragon Rocket/Hand-held Mortar

80+2D6 gc

Availability: rare 12

Range	Strength	Special rules
24	4	Prepared Shot, Save Modifier, Move or Fire, Scatter, Experimental, Explosive Radius

The explosive power of a mortar, in a small enough package to be carried by a single man, the HandHeld Mortar enables a warrior to launch an explosive into the midst of the enemy, sowing death and disorder

Prepared Shot: As per the Mordheim rulebook.

Save Modifier: As per the Mordheim rulebook Save Modifier:

Move or Fire: As per the Mordheim rulebook. Move or Fire:

Scatter: If the warrior misses his roll to hit, the Scatter: shot will land 2D6" in a random direction (determined using a Warhammer directional die, using the "clockface method" of scattering, or whatever other method the players can agree to).

Experimental: The Repeater Handgun is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook, even if they are not normally used in your campaign.

Explosive Radius: After determining the final landing spot, the explosion created by the bomb will cover a small area. The target and any models within 1 1/2" of him each take a single S4 hit from the blast.

No-Dachi

20 gold crowns

Availability: rare 7

Range	Strength	Special rules
Close Combat	As user +1	Two-handed, Parry

SPECIAL RULES:

Two-handed: A model armed with a No-Dachi may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield

Parry: No-Dachi, despite their great size, can be used for Parry: parrying like a sword.

When his opponent rolls to hit, the model armed with a katana may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped

Katana

40 gold crowns

Availability: rare 7

Range	Strength	Special rules
Close Combat	As user	Parry, Cutting Edge, Mastercrafted

SPECIAL RULES:

Mastercrafted: Attacks made with a katana give the bearer +1 Initiative and +1 Weapon Skill.

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 savemodifier when he hits an opponent with the axe in close combat

Quarter staff

15 gold crowns

Availability: Common

Range	Strength	Special rules
Close Combat	As user	Balanced, Parry, Freestyle

SPECIAL RULES

Balanced: A quarter staff is, especially light and easy to wield. A model armed with a fighting staff gets +1 Initiative in close combat.

Freestyle: Although a staff does not always require two hands to use it cannot be combined with another weapon, shield, buckler, etc. However it can be combined with the Monks bare hand attacks. This means that the Monk is still getting +1 Attack.

Miscellaneous

firecrackers

20 gold crowns

Availability: Common

These tiny explosives are too weak to set something on fire or to injure human beings. Firecrackers generate a loud noise, causing alarm in animals. If an animal or mounted warrior tries to charge the model, while it is not in combat, knocked down or stunned, it may pass an Initiative test in order to use the firecrackers. If it succeeds the animal must pass an Ld test (animals may not use the Ld of the warband's leader and mounts may not use the Ld of its rider). If it fails the test, the charge has failed and mounted warriors have to roll on the Whoa Boy! table. If the mount has the battle schooled special rule, the rider may re-roll the result of the Whoa Boy! table once. The model can also throw the firecrackers in the shooting phase. It may throw them at any point in 8" distance. All Mounts or Animals in 3" around the detonation spot have to take a Ld test. If it fails, mounts have to roll on the Whoa Boy! table, and animals flee as if they failed an all alone test. There are enough firecrackers to last for one game.

Cathayan/Nippon Silk Clothes

50+2D6 gc Availability: Rare 9

Some rich warband leaders like to flaunt their wealth and purchase clothes made out of silk from distant Cathay. This silk is the most expensive fabric in the known world, and wearing such clothes is a sure way to attract attention – especially thieves and assassins! Any Mercenary warband whose leader is wearing silk clothes may re-roll the first failed Rout test. However, after each battle in which the leader is taken out of action, roll a D6. On a roll of 1-3 the clothes are ruined and must be discarded.

Caltrops

15+2D6 gc Availability: Rare 6

Original used on the battlefield to impede cavalry charges, a caltrop is a small spiked iron ball. In the City of the Damned, a pouch of these small items can be enough to deter any attacker who risks serious injury should they try to charge over them. There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

Nippon Warband Special Skills

<p>Energy focus: If fighting unarmed Monks may choose to reduce his Attacks by -1 and thus gain +1 Strength in close combat. The monk may sacrifice any number of attacks this way.</p>	<p>Human shield *Merchant only: If two or more models are engaged in close combat with the Merchant, he may choose to grab one to use it as a shield instead of his normal attacks. To do this he must pass an Initiative test after the first model has attacked, but before the second model attacks. On a successful roll, the Merchant grabs the first model – the second model directs its full attacks on the friendly model. After the combat phase the model breaks free and the battle goes on as usual. On a failed roll the Merchant and the second model use their normal attacks</p>
<p>Lightning speed: The monk may triple his Movement whilst running or charging and may run even when there are enemy models within 8”.</p>	<p>Expert Swordsmen: Samurai swordsmen are so skilled with their weapons that they may re-roll any failed hits when charging. Note that this only applies when they are armed with normal swords/Katanas, and not with doublehanded swords or any other weapons.</p>
<p>Leap of faith: The Hero cannot be intercepted whilst charging. He may escape from combat (as described on p. 161 in the Mordheim rulebook) by leaping away without having to pass a Ld test and may declare a leaping charge at the same time in the same turn.</p>	<p>With a quickness: the warrior is so adept with his sword, that he is able to parry blows with such a quickness, even experienced warriors would have trouble with. The warrior can parry as many times as he has base attacks.</p>