

A fanmade Warband for Mordheim
by Ronn Schlieker

The Nipponstad Ronins

In the homeland of Nippon, no one would ever care about the riches and potential gains of honor that dwell in the streets of Mordheim. But for those few Nipponese that live in the Foreigners-Slum of Nipponstad in Marienburg, it is another story.

Warriors, that fall from grace, and seeking to restore there honor may opt for seeking the dangers of Mordheim, to regain their position and maybe even more. The Nipponese call these warriors Ronin. Some may even take the adventure by them self, but a more wisely Ronnin will choose some companions and recruit some of his native peasant soldiers to accompany him in to the ruined city. There are many noble houses in Nippon and most of them preffer a distinct and strange way of fighting. Either the way of shear force or a more agil and mischeavous way of fighting.

SPECIAL RULES

Seeking Honor

Any Ronin who enters the City of Mordheim does so, cause he has a stain on his honor and seeks to remove it. Leaving an Encounter in the streets of Mordheim as an defeated dog doesnt help with acomplishing this Task. In the case you loose a match, the Warband Leader has to roll on the „Challenge-Table“ and apply the rules of the Challenge to the next game the warband takes part in.

On a Roll of 2D6	Challenge
2-4	Never Hide! The Leader have to stay in the Open to see and never gains Cover.
5	First in the fray! No friendly Model can charge bevor your Leader does so.
6	First shot! No Model friendly can shoot before your Leader does.
7-8	Fighting a duel! No friendly Model can charge a Hero before your Leader does.
9	I can do this alone! Till his first melee battle no friendly model is allowed within 4“ of the Leader
10-12	Eye to Eye! The Leader will not take a single shot in this Game.

Heros have no need of shield!

No Hero charakter is allowed to carry a shield.

Clan Ashigara

They are famous for there superb Sumo Fighters. Big, strong and often fat man, that are very skilled in using there mass as a Weapon, but not so skilled in using actual weapons.

Exclusive Models for Clan Ashigara

0-2 Sumo Fighter Heros

Clan Mitsuoda

When they came from Nippon to Marienburg they kept their religious ties and kept forth the tradition of their monestries and Warrior Monks. May it be only a small monestrie and it is not as remote as the original ones it supports Clan Mitsuoda with some skilled Monks if they need them. More gracious then there Sumo counterparts, Warrior Monks have an seemingly unnaturleie ability to dodge attacks of all sorts.

Exclusive Models for Clan Mitsuoda

0-2 Fighting Monk Hero

Choice of Warriors

A Nipponstad Ronins Warband must include a minimun of three models. You have 500 which you can use ro recruit your initial Warband. The maximum number of warriors in the warband may never exceed 15.

Ronin Leader: Each Nipponstad Ronins Warband must have one Ronin Leader.

Ronin: Your Warband may include up to two Ronin

Ashigaru Fighter: Your Warband may include any number of Ashigaru Fighter

Ashigaru Bowmen: Your Warband may include any number of Ashigaru Bowmen

Ninja: Your Warband may include up to one Ninja

Young Kirin: Your Warband may include up to four Young Kirin.

Tanahashima: Your Warband may include up to four Tanahashima.

A House X Warband may also field the following Fighters.

Tanahashima: Your Warband may include up to four Tanahashima.

A House Y Warband may also field the following Fighters.

Warrior Monks: Your Warband may include up to two Warrior Monks.

Starting Experience

A **Ronin Leader** starts with 20 experience.

A **Ronin** starts with 8 experience.

A **Sumo Fighter** starts with 8 experience

A **Warrior Monk** starts with 12 experience

Henchman start with 0 experience

Dipponstad Ronins Skill List

	Combat	Shooting	Academic	Strength	Speed	Special
<i>Ronin Leader</i>	X			X	X	X
<i>Ronin</i>	X	X				X
<i>Sumo</i>	X			X		X
<i>Warrior Monk</i>	X				X	X

Weapon and Equipment List

Ronins

Melee Weapons:

Dagger	first free/2 nd 2gc
Wakizashi	10gc
Katana	15gc
Naginata (Halberd)	10gc
Two Handed Weapon	15gc

Ranged Weapons:

Longbow	15gc
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Armor:

Helmet	10gc
Light Armor	20gc
Heavy Armor	50gc

Other:

Guardian Lion(Horse)	40gc
Kirin (Warhorse)	80gc

Ninjas:

Melee Weapons:

Dagger	first free/2 nd 2gc
Wakizashi	10gc
Katana	15gc

Ranged Weapons:

Throwing Stars	15gc
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Others:

Rope and Hook	5gc
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Sumos:

Melee Weapons:

Club	3gc
Two handed Weapon	15gc

Monks:

Melee Weapons:

Nunchaku	10gc
Staff (Halberd)	10gc

Henchman Weapons and Equipment:

Melee Weapons:

Dagger	first free/2 nd 2gc
Club	3gc
Wakizashi	10gc
Yari (Spear)	10gc
Naginata (Halberd)	10gc

Ranged Weapons:

Bow	10gc
Yumi (Longbow)	15gc
Handgun	35gc
(only Tanahashima)	

Armor:

Helmet	10gc
Shield	10gc
Light Armor	20gc

Heros

Ronins are not your fable tale Samurais who rescue Geishas from snake like hairy dragons. Ronins are the ones fallen of grace. The scumbags and robbers of the Samurai-cast. These man have few to loose and fewer scrupel. They will tell you, that they are seeking to restore their honor, but they rarerly will act honorfull on their way to achieve that goal. That is cause honor, has an other meaning these warriors. They see honor in killing a mighty enemy, it doesnt matter to them if this person is a good or a bad one. When there is honor in bringing back lots of wyrdstone, you guessed it, no one cares how you got hold of it.

They maybe no Samurais anymore, but they have not forgotten what they have once learned. Ronins are deadly fighters and would be equals in a fight with a bretonian knight.

0-1 Ronin Leader

80 gold crowns to hire

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

Weapons/Armor:

The Ronin Leader may be armed with weapons and armor from the equipment Ronins-list

SPECIAL RULES

Seeking Honor

see the Special Rules on Page 1

Heros have no need of shield!

see the Special Rules on Page 1

0-2 Ronin

50 gold crowns to hire

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

Weapons/Armor:

The Ronin Leader may be armed with weapons and armor from the equipment Ronins-list

SPECIAL RULES

Heros have no need of shield!

see the Special Rules on Page 1

0-2 Sumo Fighter

Only Clan Ashigara

55 gold crowns to hire

M	WS	BS	S	T	W	I	A	Ld
3	3	0	4	3	2	1	1	7

Weapons/Armor

Sumos may be armed with weapons from the Sumo equipment list.

SPECIAL RULES

Furious Charge: The Sumo Fighter moves slowly but when charging an enemy he builds up a lot of momentum and can trip up his movement, so that he charges 9"

In the first round of combat he can not use his weapons, instead he just crashes into his opponent and pushes him back or over with his shear force.

To represent this apply the following rules. If he hits with his attack but doesn't wound, the enemy get pushed back 1" and the Sumo follows and attacks again with a new attack and -1 on his Hit-Roll, repeat until he misses with his attack or he can no longer hit on a 6 or he has successfully injured his enemy. When he takes the last Wound of an enemy, he gets pushed back D3"

Not used to Weapons:

Sumos can see the advantages of weapons and will use them in Mordheim. But they are not used to fight with them in melee. When using a weapon their WS gets reduced by 1, also any stat advantage gained will be decreased by 1. For example a Halberd gives no strength Bonus, a two handed weapon will grant him only +1 Strength. Sumos never use ranged weapons or even Pistols.

0-2 Warrior Monk

Only Clan Mitsuoda

60 gold crowns to hire

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

Weapons/Armor

Monks may be armed with weapons from the Monk equipment list.

SPECIAL RULES

Step a Side:

Monks are masters of avoiding blows, so they start with this Skill

Dodge:

Monks are masters of avoiding blows, so they start with this Skill

Henchman

The bulk of the men in a Warband will be recruited from the Ashigaru's. These are the peasant warriors of niponese culture. They have an unfamilliar apearance, with there oddly shaped Strawhats und unusual clothing. Some of these man are trained with polearm weapons and the short Wakizashi Sword, others have focused more on the use of bows. A small portion of the men was even given a training to use the tremendous handguns, which are rare and expensive in Nippon.

0-5 Ashigaru Fighter

25 gold crowns to hire

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

Weapons/Armor

Ashigaru may be armed with weapons and armor from the Henchman equipment list.

0-5 Ashigaru Bowmen

20 gold crowns to hire

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	3	1	6

Weapons/Armor

Ashigaru Bowmen may be armed with weapons and armor from the Henchman equipment list.

0-2 Tanabashima

25 gold crowns to hire

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

Weapons/Armor

Ashigaru may be armed with weapons and armor from the Henchman equipment list. But they must purchase a Handgun.

0-4 Young Kirin

20 gold crowns to hire

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

Weapons/Armor

Jaws and Claws! Young Kirin can never have any equipment

SPECIAL RULES

Amber breath

A Young Kirin is not yet able to breathe fire. But when they try they spit forth some sparkles of Amber which can still set something on fire, if not checked.

Treat the Amber breath as an 6" ranged attack. If it hits, do not roll for a wound, instead the target has to test against his toughness. If he fails the test, reduce his WS by 1 till the next turn of the Nipponstad Ronins Player.

Animals

Young Kirin are animals and thus do never gain experience, or use weapons and armor.

0-1 Ninja

50 gold crowns to hire

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

Weapons/Armor

Ninjas may be armed with weapons from the Ninja equipment list.

SPECIAL RULES

Knife-Fighter:

Ninjas are famous for their Shuriken, star-shaped throwing weapons. Ninjas start with this skill

Hidden between the Men

Ninjas traditionally hide amongst their ordinary men when going into battle. At the start of the game you may choose a Henchmen group of at least two models in which the Ninja hides, he can not hide between animals. He can be spotted like any hidden model, otherwise he only loses his cover if you choose so, or when charging an enemy, or when the henchman group he is hiding in getting charged. In this instance you may choose to intercept, act as if the Ninja was within 2" of the charging path.

For clarification, if you choose to hide your Ninja, dont place the model on the table and instead write a note which says in which henchman group he is hiding. When voluntarily revealing the Ninja, place him within 2" of a model from that henchman group

Suprise Attack

When the Ninja charged and was still hidden until this point, he gets +1 Attack in the first round of combat to simulate an unprepared enemy.

Equipment: Ninjas can choose Weapons and Equipment from the Ninja Weapons and Equipment List.

Special Equipment

Melee Weapons:

Katana

The Katana is the Sword of the Nipponese, a single edged razor sharp word. The Katana can be used with one or both hands.

SPECIAL RULES

Using the Katana two-handed will give you a bonus of +1 to wound.

When using the Katana one-handed you can only dual wield it with a Wakizashi.

The Katana counts as a sword.

Wakizashi

The Wakizashi is a shorter Version of the Katana. It get used by the ordinary Men or in addition to the Katana for dual wielding.

The Wakizashi counts as a sword.

Nunchaku

The Nunchaku is a traditionell weapon of the Warrior Monks. It is made of two solid wooden rods connected by a short chain.

SPECIAL RULES

It is such an unfamilliar weapon to the Fighters in Mordheim, that enemies struggle to figure out how to fight against it.

In the first round of combat the wielder will get +1WS

Does not stack when dual-wielding, but it applies to all attacks in the first round

All other items with unique names are equivalents to the item mentioned in the brackets and no additional rules applies to them

You may want to spice it up and create your own rules for these weapons and animals.

Special Skills for Nipponstad Ronins

Flying Feet

The Hero is a master of unarmed Combat. He has a vast repertoire of kicks and punches and throws them with lightning speed. When the model is attacking without weapons it has D3 Attacks.

Momote Shiki

The warrior is trained in the bow shooting ceremony called Momote Shiki. Like so many things in the daily life of a Nipponese, the shooting of a bow follows a strict procedure. This takes some time but it will usually pay off.

When the model is equipped with a Yumi-Bow and has not moved, he adds +1BS to his characteristics.

Dashing Strike

The most skilled and brave warriors dash straight through enemy lines and hit the enemies they pass with furious blows. It is a high risk, high reward manoeuvre, when successful he it can be devastating, but if not the warrior is deep behind enemy lines and all alone. A model with this skill may opt to do a Dashing Strike instead of a normal charge.

The warrior can use his full charge movement, any enemy model he passes by within 1" will get attacked by a single attack (It doesn't matter how many attacks or weapons the charging model has) with a -1 to hit modifier.

Meditation

The hero has learned to enter the state of Meditation even in the most chaotic circumstances. He can use this to his advantage to prepare himself for an upcoming challenge.

When the warrior has not moved at all, he can do a Meditation in his shooting phase. In that turn he is an easy Target, if he gets shot at, the shooter gets +1 to his hit-roll. When getting charged in melee he counts as been knocked down. If the Meditation is successful he will get +1 WS and +1 BS for the next two turns.

Daemonic Mask

The Samurai of the Nipponese like to wear a stylised Daemonic Mask, which covers their faces. In the heat of the battle it gets easily mistaken for the face of a real daemon. The Model causes fear against all non possessed living warbands. With the exceptions of Witch Hunters and Sisters of Sigmar, any model of these warbands will gain hatred against the wearer of the Daemonic Mask.

Duelist

The warrior is seeking honor in fighting duels with worthy opponents. He is always looking out for such an enemy to challenge him to a duel. The hero can yell a challenge to an enemy hero instead of a charge. The enemy hero has to make a Leadership-test with a penalty of 1. When he passes the test nothing happens and the Duelist stays where he is. If the enemy fails the test, the two models meet in the middle and fight a one on one, until one model is out of action. As the enemy has agreed to a duel, no other model from the two warbands is able to enter the fight.