



Shinobi of Nippon

By Thomas McCurdy

Far to the east of the Old World, between the fabled lands of Cathay and the Far Sea, lies the island nation of Nippon. Like any other nation of the Old World, Nippon rarely enjoys times of peace – from the east come the raids of the sadistic Druchii, from the north comes the violent assaults of the tribes of Chaos, from the west comes the predations of the Nagas, and even conflicts with the provinces of Grand Cathay arise, not to mention the enemies from within – prowling Beastmen and quarrelling Shoguns. It is no wonder that such endless warfare has led to the nation's extreme self-imposed isolation, with only minor trade agreements established with the few adherents of Order left in the world. Safeguarding the land requires the vigilance of the Samurai, the ruling warrior class, and the often fragile cooperation of their provinces and territories.

One such enemy, however, has been the bane of Nippon for centuries. In roughly -1450 IC, a Skaven clan had travelled to the east under the command of their mortally wounded Warlord in order to establish a colony there – and in time, they established not one but many colonies throughout Cathay, Nippon and Ind, spending their time silently observing the ways of war in these lands.

Naturally, this led to the Skaven – specifically, those later to be known as Clan Eshin – learning the hidden arts of these hands, no less the skills in subterfuge and assassination honed by the Shinobi clans of Nippon. Inevitably, conflict and warfare arose, and the Skaven soon brought with them the intricate weaponry and twisted biomancy of their brother-clans. The lands of Nippon suffered a heavy toll from the wrath of warp-infused lightnings, monstrous juggernauts and magick-riddled poisons, and only through perseverance and cooperation was the Skaven terror driven back. The Shogunate decreed an eternal vigilance against the Skaven threat, and entire schools of Ninja were trained and devoted to identifying and eliminating the schemes that threatened to unravel the fabric of Nipponese society.

Occasionally, this entails the dispatching of a covert squad to the Old World, to track and detail Skaven operations more clearly. Recently, one name has begun to crop up more frequently in intercepted correspondence – that of a location, a place named “Mordheim”...

Special rules

Masters of Stealth

The most important skill that a Shinobi must learn is how to remain unseen at all times – especially when dealing with the heightened senses and paranoia of a Skaven! As a result, all Shinobi schools train their students to move with the silence of the grave. Therefore, any model attempt to detect a hidden model from this warband (excluding hired swords) must subtract 1 from their Initiative when testing.

Footsteady

Ninja frequently operate on high and perilous ground. Models in this warband (excluding hired swords) may re-roll tests to keep their footing if hit near a ledge.

Anti-Skaven Operations

The goal of the Shinobi is to foil the schemes of their hated foes. In any scenario where this warband wins and a Skaven warband loses, the Leader gets an additional +1 EXP.

Covert

The Shinobi only hire those they can trust. They may not use any hired swords except for the Imperial Assassin, Ninja, and Shadow Warrior. They may also hire Grand Master Ippan Shu if available. However, due to their desire to remain unseen, they suffer -1 to Rarity rolls when searching for items.



Choice of warriors

A Shinobi warband must include three models minimum. You have 500 gold crowns to spend to create this warband. The maximum model size for this warband is 12.

Chūnin: Each Shinobi warband must include one Chūnin – no more, no less!

Shinobi Elite: Your warband may include up to three Shinobi Elite.

Face: Your warband may include one Face.

Shinobi Scouts: Your warband may include any number of Shinobi Scouts.

Ogre Ninja: Your warband may include a single Ogre Ninja.

Ninja Gnoblar: Your warband may include a single Ninja Gnoblar.

Starting experience

The Chūnin starts with 20 Experience.

Shinobi Elites start with 8 Experience.

A Face starts with 8 Experience.

Henchmen start with 0 Experience.

Shinobi skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Chūnin	✓	✓			✓	✓
Shinobi Elite	✓	✓		✓	✓	✓
Face		✓	✓			

Shinobi equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Club.....	3 gc
Axe.....	5 gc
Sword.....	10 gc
Morning star.....	15 gc
Fighting claws.....	20 gc
Flail.....	20 gc

Missile Weapons

Throwing stars.....	5 gc
Blowpipe.....	10 gc
Concealed pistol.....	20 gc
Crossbow*.....	15 gc
Crossbow pistol.....	35 gc

**May only be taken by the Face*

Armour

Toughened Leathers.....	5 gc
Light armour.....	15 gc
Heavy armour*.....	30 gc
Shield*.....	5 gc

Special Equipment

Rope and Hook.....	5 gc
Grappling Gun.....	20 gc
Black Lotus.....	5 gc
Dark Venom.....	15 gc
Beads of Warding.....	20 gc
Smoke bomb.....	10 gc
Owl-sake.....	10 gc

Shinobi special equipment

concealed pistol

25 gold crowns

Availability: Rare 8, Shinobi only

The concealed pistol is a conventional pistol carefully redesigned to fit in the bearer's sleeve. A special trigger mechanism means it can be fired with a flick of the wrist, catching attackers unawares.

Range	Strength	Save Modifier	Special rules
8"	4	-2	Prepare shot, Hand-to-hand, Strike first

beads of warding

30 gold crowns

Availability: Rare 9, Shinobi only

To better move unhindered, Shinobi often employ powerful prayer beads of warding to suppress enemy magicks that might otherwise detect them before the opposing sorcerer is quietly removed...

A model attempting to cast a spell or prayer must add +2 to the casting difficulty attempt whilst within 12" of a model carrying this item. This is not cumulative with other models carrying this item, however. Daemons, Ethereal models and the Possessed suffer -1 to hit a model carrying these in close combat, as the warding affects their unnatural energies.



"They're an interesting lot, but honestly I've stabbed enough Skaven to know when a shadow's not a shadow. Still, you only need to see an Ogre sneaking across a rooftop once to know it's probably not worth getting involved..."

grappling gun

30 gold crowns

Availability: Rare 10, Shinobi only

This unusual device allows for the rapid firing and rappelling of its bearer, enabling them to travel quick and easily across high ground.

An unencumbered, unengaged model with this may use it at the start of their movement phase. Nominate a ledge or accessible window within 10" of the bearer and in line of sight. The model must pass a Ballistic Skill test and an Initiative test. If they succeed on both, they are then placed at the nominated location, after which they may move 1". If an enemy model was visible to them beforehand, they may use this 1" to move into base to base with them, counting it as a diving charge. Mounted models may use this, but doing so causes them to be dismounted (and leaves the mount behind!). This item will benefit from the *Eagle Eye* skill.

Owl'safe

15 gold crowns

Availability: Rare 9, Shinobi only, one use only

This liquor is distilled with the tears of the coastal weeping owl, a strange, eternally-weeping nocturnal bird often used as a lookout along the eastern shores of Nippon against the ever-present threat of Druchii raiders.

A model who drinks this before the start of a battle completely ignores the effects of darkness of any kind, and adds 3" to the range of any Missile weapon (including the Grappling Gun). This lasts for the duration of the battle.

Shinobi Heroes

1 Chūnin

60 gold crowns to hire

The Chūnin's role is to oversee his squad, and ensure that the Shogunate's will is carried out efficiently and quietly....

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	5	1	8

Weapons/armour: This model may be armed with weapons, armour and equipment chosen from the Shinobi equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of this model may use his leadership instead of their own.

Immune to Psychology: A Chūnin has trained their mind extensively, to the point that they are unaffected by psychology.



0.3 Shinobi Elite

40 gold crowns to hire

The Shinobi elite are trained for their roles extensively, and excel at lone missions where a lesser acolyte would require assistance.

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

Weapons/armour: This model may be armed with weapons, armour and equipment chosen from the Shinobi equipment list.

0.1 Face

35 gold crowns to hire

A Face is a public figure, hired to arrange dealings and procure equipment for their Shinobi clan. These figures are familiar with the local areas, often hailing from them themselves, and it's not an uncommon occurrence for bandits to descend upon a lone Imperial soldier or Bretonnian merchant, only to find that they were not the ones doing the surrounding....

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

Weapons/armour: This model may be armed with weapons, armour and equipment chosen from the Shinobi equipment list.

SPECIAL RULES

Local connections: This model does not suffer the -1 to Rarity rolls penalty from the *Covert* warband rule. In addition, it has +1 to any rarity rolls made

Specialist: This model has trained with the necessary weaponry required to blend in. They begin the campaign with either the *Weapons Training* or *Weapons Expert* skills from the core rulebook.

Shinobi Henchmen

Weapons/armour: All henchmen may be armed with weapons, armour and equipment chosen from the Shinobi equipment list.

Shinobi Scouts

30 gold crowns to hire

Shinobi squads always contain a number of scouts, for reconnaissance, infiltration, and good old-fashioned combat.

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

O'1 Ogre Ninja

170 gold crowns to hire

Ogres are one of the few non-humans who enjoy a modicum of freedom in Nippon, due to the timely arrival of a curious Maneater company at the apex of the first Skaven war. However, the strict rules regarding Nipponese etiquette combined with the availability of more fruitful employment available in Cathay and Ind means that few Ogres stay long. Those that do tend towards the more disciplined (for an Ogre), and some even display a proclivity for subterfuge...

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

SPECIAL RULES

Fear: Ogres are large and intimidating, and as such cause *fear*.

Large: Being rather big has its drawbacks too. Any model may shoot at an Ogre Ninja, even if it is not the closest target.

Skills: An Ogre Ninja who becomes a Hero as a result of *The Lad's Got Talent* may choose from the Combat, Strength and Special skills.

Slow-witted: Even the most well-trained Ogre can be a bit slow on the uptake, and despite their improved statline the Ogre Ninja accrues experience at half the rate (i.e. they must accrue two experience to get an advance).

O'1 Ninja Gnoblar

20 gold crowns to hire

One of the few blessings Nippon enjoys is a curious climate that prevents Greenskins from properly thriving – as a result, they rarely if ever suffer from the predations of Orcs and Goblins. Ironically, Gnoblar are slightly more resistant to this environment, and a small contingent of them migrated over at one point, leading to a small permanent population. Seeking out protection, many moved alongside human population centres, providing labour and menial tasks once they realised they didn't have the numbers in Nippon to irritate the locals! Shinobi clans soon found their diminutive size and skulking nature useful...

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

SPECIAL RULES

Irritant: An enemy model in combat with a Ninja Gnoblar suffers -1 to hit any other model in the same combat.

Not that inspiring: A Ninja Gnoblar who becomes a Hero as a result of *The Lad's Got Talent* can never be the warband leader.

Skills: A Ninja Gnoblar who becomes a Hero as a result of *The Lad's Got Talent* may choose from the Shooting, Speed and Special skills.

A Ninja Gnoblar's Maximum Characteristics are as follows:

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

Shinobi special skills

Art of Silent Death

Many Shinobi are trained in the deadly martial arts of the warrior monks of the lands of the east, so as to be never caught truly unarmed. In hand-to-hand combat, this model can fight with his bare hands without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Fighting Claws (+2 Attacks instead of +1).

Unseen

To operate practically invisibly is the goal of the true Shinobi, though few have achieved this (and if they have, no-one can tell!). Enemy models must pass an initiative test to try and spot this model if it is hiding, in addition to trying to see it or get within initiative range. In addition, all non-blackpowder ranged weapons count as having the *Stealth* special rule when used by this model (see the blowpipe rules for details).

Trail of fear

This Shinobi has learned to sow terror in their wake. The model causes *fear*, and in addition enemy models must test for fear if they view this model take another model out of action. Models that also cause *fear* or who are *immune to psychology* are unaffected.

Tools of the trade

Instead of searching for rare items, a model with this skill may instead choose to produce some material for the warband to use. They may produce either D3-1 doses of Black Lotus, D3-1 Smoke Bombs, or roll a 2+ on a D6 for a single dose of Dark Venom.

Infiltration

It'd be a poor Shinobi who could not learn to sneak! A model with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Quicksilver

A Shinobi with this skill is as fast as an elf, and often deadlier. The model always strikes first in combat, even when charged, unless the enemy has *Lightning Reflexes* or also strikes first from a spear or similar special rule, in which case combat between them is resolved via Initiative order.

Disengage

Shinobi recognise that discretion is the better part of valour. A model with this skill may attempt to leave combat at the start of the combat phase by passing an initiative test – on a successful roll, they may move their full movement to a location outside of base-to-base contact with an enemy (but cannot run, though they may climb, or *Leap* if they have the requisite skill).

Alternatively, they may use a grappling gun to escape from a combat.

