

# Nipponese Expedition

*In the shadowed alleys of Mordheim, a Nipponese warband emerges, their presence a testament to the enduring spirit of a distant land amidst the crumbling ruins of a cursed city. Led by a Hatamoto, their leader, adorned in the colors and symbols of their clan, they march with purpose through the chaos, their warriors, from seasoned samurai to humble Ashigaru, united in their quest. Bound by duty and honor, they have ventured far from their homeland, drawn to Mordheim by whispers of ancient relics and forbidden knowledge hidden amidst the city's depths. Yet, beyond mere material gain, they seek to carve out a place of honor amidst the darkness, to prove their worth in the crucible of battle, and to honor the legacy of their ancestors in this treacherous land of opportunity and peril.*

## Special Rules

May hire: A Nippon warband is allowed the same selection of Hired Swords as [Human Mercenary warbands](#)

A Nippon warband must include a minimum of 3 models. You have 500 Gold Crowns, which you can use to recruit and equip your warband. The maximum number of warriors in the warband may never exceed 12.



**Strategic Minded:** A Nipponese warband must rely on its battlefield experience so far from home. They may choose to rout after suffering 1 fewer casualty than normal

**Hatamoto:** Your Nippon warband must have one Hatamoto: no more, no less!

**Vim-To Mage:** Your warband may include a single Vim-To Mage.

**Shinobi:** Your warband may include a single Shinobi.

**Retainer:** Your warband may include up to 2 Retainers.

**Ashigaru:** Your warband may include any number of Ashigaru.

**Onnabushi:** Your warband may include up to 2 Onnabushi.

**Warrior Monk:** Your warband may include up to 3 Warrior Monks.

## Starting experience

The Hatamoto starts with 20 experience.

A Vim-To Mage starts with 8 experience.

A Shinobi starts with 15 experience.

All Retainers start with 8 experience.

All Henchmen start with 0 experience.

## Nippon Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Hatamoto	✓	✓	✓	✓	✓	✓
Vim-To Mage			✓		✓	✓
Shinobi	✓	✓			✓	✓
Retainers	✓	✓			✓	✓

## Nippon Special Skills

Nippon Warband members may choose to use the following skill list instead of the standard skill lists.

**Death before Dishonor:** *Defiance echoes through the ruins as a Nipponese warrior stares into the abyss of defeat. Once per grim engagement, when fate decrees their demise in the swirling melee, they unleash a final barrage of strikes before the void claims them. If these last, desperate blows fell an adversary, the warrior defies death's grasp, standing amidst the carnage with but a single thread of life remaining.*

If this model would be removed from the battlefield as the result of a close combat attack, before removing it make a single close combat attack with them as normal.

**Night Fighter:** *Stealth is their ally, the cloak of darkness their refuge. Skulking amidst the rubble, this shadow-clad warrior remains unseen, a specter haunting the twilight. Beyond the reach of distant foes, concealed behind shattered remnants of once-majestic edifices, they evade the enemy's gaze, a predator in the gloom.*

This Skill may only be taken by the Shinobi. This model is able to run while remaining hidden, as per hiding rules

**Iaijutsu:** *Swift as the striking serpent, the Nipponese warrior answers the call to arms with deadly precision. When the enemy's charge shatters the silence, they retaliate with a lightning-quick strike, their blade singing the song of vengeance. In that fleeting moment, the strike-first rule bends to their will, delivering swift retribution to those who dare to assail them.*

When this model is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. These attacks are resolved at the Strength value of the model, with no further modifiers.

**Last Stand:** *Alone they stand, surrounded by the whispers of the fallen and the specters of despair. Yet, in the face of overwhelming odds, the spirit of the Nipponese warrior remains unbroken. When the tempest of fear threatens to engulf them, they steel themselves against its icy grip. The solitary warrior defies the darkness, their resolve unyielding, bolstered by the ghosts of fallen comrades.*

If this model would normally take an all-alone test, it may be re-rolled, in addition, at the start of this models turn, if it is 6" away from friendly models, it can choose to have +1 to WS or BS until the start of its next turn.

**Tea Ceremony:** *Amidst the ruins, this warrior's serene rituals grant solace and insight. Forgoing treasure, they invest in reflection, seeking growth with a calming cup.*

After a battle, if this hero survives and did not go out of action, they can forgo searching for rare items and spends 10 gold crowns representing the cost of preparations for the tea ceremony. Then, Choose any other hero, and roll a D6. on a 3+, the chosen hero gains an Experience point from the introspective nature of the ceremony.

**Blessed by the Kami:** *In the crucible of war, the favor of the divine grants protection to the faithful. Blessed by unseen forces, the Nipponese warrior defies the jaws of death itself. With the whispered blessings of the Kami, they rise from the brink of oblivion, their wounds miraculously mended, their spirit unbroken by the ravages of fate.*

When rolling on the Heroes Serious Injury chart for this Hero after a game in which he has been taken out of action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

## Nippon Special Equipment

**Kanabo**, Common

*Forged from the heartwood of ancient oaks and reinforced with iron, the Kanabo is a fearsome weapon wielded by Nipponese warriors, its brutal strikes crushing bone and rending armor with relentless force.*

Range: Close Combat, Strength:+1

Special Rules; Two-Handed, Concussion

**Sashimono**, Common

*Emblazoned with the colors of honor and bearing the proud insignia of their clan, the Sashimono adorns the back of Nipponese warriors, fluttering defiantly in the wind as they march into battle, a symbol of their unwavering resolve and undying loyalty.*

A model wearing a Sashimono can re-roll all non-rout related leadership checks but must keep the second roll.

**Horo**, Rare 6

*Woven from the finest silk and adorned with intricate patterns, the Horo drapes over the shoulders of Nipponese warriors like a cloak of whispers, offering protection from the biting winds of battle while concealing their movements with ethereal grace, an emblem of both elegance and stealth amidst the chaos of war.*

A model wearing a horo receives a +1 to all armor saves, (6+ if no armor is worn) against ranged weapons, as long as they are mounted on a horse or warhorse

**Kusarigama**, Rare 8

*Forged in the crucible of martial tradition, the Kusarigama is a deadly combination of chain and sickle, wielded by skilled Nipponese warriors with lethal precision. Its whirling arc strikes fear into the hearts of foes, weaving a dance of death that leaves no opportunity for escape, a testament to the artistry of combat in the hands of a master.*

Range: Close Combat, Strength: User

Special Rules; Two-Handed

Cannot be parried: A model attacked by a Kusarigama may not make parries with a sword or buckler.

Chain Strike: Due to the length of the chain attached to the weapon, a model not engaged in combat that has a Kusarigama can force enemies who fail a charge against them or friendlies within 3" to become knocked down





## Nippon equipment lists

The following lists are used by Nippon warbands to pick their weapons:

Nippon Warrior Equipment List		Nippon Noble Equipment List		Shinobi Equipment List		Warrior Monk Equipment List	
Hand-to-Hand Combat Weapons		All of Nippon Warrior equipment list plus the following additions		Hand-to-hand Combat Weapons		Hand-to-hand Combat Weapons	
Tanto (Dagger)	1st free/2 gc			Tanto (Dagger)	1st free/2 gc	Tanto (Dagger)	1st free/2 gc
Wakizashi (Sword)	10 gc	Hand-to-hand Combat Weapons		Wakizashi (Sword)	10 gc	Wakizashi (Sword)	10 gc
Katana	20 gc	Nagamaki (Cathayan Longsword)	75 gc	Katana	20 gc	Katana	20 gc
Double Handed Weapon	15 gc	Missile Weapons		Yari (Spear)	10 gc	Double Handed Weapon	15 gc
Yari (Spear)	10 gc	Pistol	15 gc (30 for brace)	Kusarigama	20 gc	Yari (Spear)	10 gc
Naginata (Halberd)	10 gc	Armor		Fighting Claws	35 gc	Naginata (Halberd)	10 gc
Kanabo	15 gc	Horo	10 gc	Sai (Sword Breaker)	30 gc	Kanabo	15 gc
Missile Weapons		Barding	30 gc	Missile Weapons		Missile Weapons	
Hankyu (Short Bow)	5 gc	Misc		Shuriken (Throwing Stars)	15 gc	Yumi (Bow)	10 gc
Yumi (Bow)	10 gc	Horse	40 gc	Blow Pipe	25 gc	Armor	
Crossbow	25 gc	War Horse	80 gc	Hankyu (Short Bow)	5 gc	Light Armor	20 gc
Teppo (Handgun)	35 gc			Yumi (Bow)	10 gc	Sashimono	20 gc
Armor				Crossbow	25 gc		
Light Armor	20 gc			Misc			
Heavy Armor	50 gc			Caltrops	15 gc		
Helmet	10 gc			Flash Powder	25 gc		
Sashimono	15 gc			Lock Picks	15 gc		
				Rope & Hook	5 gc		
				Trip Wire	15 gc		



## Heroes

**Hatamoto:** 60 gold crowns to hire

*A Nipponese Hatamoto, draped in the shadows of whispered legends and clad in the weight of ancestral duty, commands their warband through the labyrinthine streets of Mordheim with a silent determination. Their presence, like a flickering lantern in the darkness, guides their followers with a subtle yet undeniable authority, weaving a tapestry of strategy and cunning amidst the ever-shifting tides of fortune, as they seek to uncover the secrets buried within the city's cursed embrace.*

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

**Weapons/Armour:** A Hatamoto may be equipped with weapons and armor chosen from the Nippon Noble equipment list.

**Leader:** Any warrior within 6" of the Hatamoto may use his Leadership characteristics when taking any Leadership tests.

**Ride:** The Hatamoto has the [Ride skill](#) as detailed in the Blazing Saddles article.

**Vim-To Mage:** 45 gold crowns to hire

*Cloaked in robes adorned with mystical sigils and bearing the weight of ancient knowledge, moves through the shadowed alleyways of Mordheim with a quiet intensity. Their arcane mastery, a fusion of ancient rituals and whispered incantations shapes the very fabric of reality, weaving spells of power and deception to manipulate the city's twisted fate. In their hands, the forces of magic become a weapon and a shield, as they navigate the perilous streets in pursuit of forbidden truths and hidden treasures.*

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

Weapons/Armour: *See Tenants of the Order*

**Tenants of the Order:** The Order of the Vim-To strictly enforces a vow of Poverty, meaning with the exception of a walking staff (club) and a dagger the Vim-To Mage may never have any equipment.

**Arcane Vim-Toist:** This model is the spiritual and magical leader of the Nippon Warband, they can cast Vim-Toist Magic (Arabian Elemental Magic) and start the game with one spell from this discipline learned.

**Shinobi:** 70 gold crowns to hire

*A silent shadow amidst the chaos of Mordheim, moves with the fluid grace of a whispering breeze and the deadly precision of a coiled serpent. Clad in garments woven from the darkness itself, they slip unnoticed through the city's labyrinthine streets, their every movement a testament to their mastery of stealth and subterfuge. With blades honed to razor-sharp perfection and eyes that miss nothing, they serve as both unseen assassins and silent sentinels, their allegiance bought with coin or bound by oath as they navigate the treacherous paths of intrigue and betrayal that define the cursed city's existence.*

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

Weapons/Armour: A Shinobi may be equipped with weapons chosen from the Shinobi equipment list.

### **Infiltration**

A Shinobi 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 that infiltrate, roll a D6 for each, and the lowest roll sets up first.

**Loner:** Shinobi may never become the leader of the warband.

**Retainer:** 40 gold crowns to hire

*A Nipponese Retainer, bound by duty and fueled by youthful vigor, walks the path of honor alongside their master, the Hatamoto, in the twisted streets of Mordheim. Clad in armor adorned with the colors of their lord's house and wielding a blade untested by the trials of battle, they march with unyielding resolve, eager to prove themselves worthy of their station. Though lacking in experience, their loyalty burns bright, a beacon of unwavering fidelity amidst the darkness that shrouds the cursed city, as they strive to uphold the honor of their lord and carve out a legacy worthy of remembrance.*

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

**Weapons/Armour:** A Retainer may be equipped with weapons and armor chosen from the Nippon Noble equipment list.

**Ride:** A Retainer has the [Ride skill](#) as detailed in the Blazing Saddles article.





# Henchmen

(Bought in groups of 1-5)

**Ashigaru:** 20 gold crowns to hire

*donning weathered armor and wielding a spear worn from countless skirmishes, marches stoically alongside their comrades in the Warband led by the Hatamoto through the desolate streets of Mordheim. Theirs is a life bound by duty and forged in the crucible of adversity, their resolve unshaken by the horrors that lurk within the cursed city. Though lacking in the refinement of the samurai, their loyalty to their lord is unwavering, their spirits tempered by the hardships of war as they stand as the stalwart defenders of their lord's honor amidst the chaos of battle.*

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

**Weapons/Armour:** An Ashigaru may be equipped with weapons and armor chosen from the Nippon equipment list.

**Wall of Steel:** Even the most lowly of Ashigaru is a veteran of hours of drill, and because of this If wielding a spear you may choose to wield it two-handed, in which case the spear gains the parry special rule

**Onnabushi:** 30 gold crowns to hire

*An Onnabushi, a warrior maiden of untamed spirit and unyielding resolve, strides through the grim streets of Mordheim with a grace born of both beauty and ferocity. Clad in armor adorned with the symbols of her clan and wielding a blade that sings with the echoes of ancient battles, she is a beacon of strength and defiance in a world consumed by darkness. Though her path may be fraught with peril, her spirit remains unbroken, her loyalty to her cause and her comrades unwavering as she stands as a living testament to the indomitable spirit of the Nipponese warrior tradition amidst the chaos of the cursed city.*

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

**Weapons/Armour:** An Onnabushi may be equipped with weapons and armor chosen from the Nippon equipment list.

**Wardens of the Castle:** Traditionally responsible for the defense of the homeland while the men are at war, the onnabushi have gained a gruesome reputation for urban warfare, while inside buildings or ruins., then gain the fear ability. It's a good idea to define which bits of your terrain collection count as 'buildings or ruins' at the start of a battle to avoid confusion later.

**Warrior Monk:** 30 gold crowns to hire

*A warrior monk, their demeanor serene yet their fists as swift as the wind, traverses the twisted streets of Mordheim with a tranquil purpose. Draped in simple robes that conceal the strength of their disciplined form, they embody the balance of body and spirit, wielding martial prowess honed through years of rigorous training. Theirs is a path of enlightenment and martial mastery, as they seek not only to vanquish the darkness that threatens the city but also to transcend the chaos, their every action a testament to the harmony of mind, body, and soul amidst the turmoil of the cursed streets.*

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

**Weapons/Armour:** A Warrior Monk may be equipped with weapons and armor chosen from the Monk equipment list.