

SAMURAI WARBAND

VERSION 1.1

UPDATED 10/06/19

This list is inspired by the days of the Samurai and by the films, comic books and numerous games that feature the famous warrior-caste of medieval Japan. Of course, ours is a fantasy warband, so we shall take our cue from the heroic portrayal that features so vividly in martial-arts cinema rather than attempt a strictly realistic representation.

That said, as with all of our selectors this list is drawn very broadly, enabling players to assemble a force with historical roots or something more obviously drawn from pure fantasy. How far you wish to stick to a realistic portrayal is up to you: enthusiasts may wish to demonstrate their mastery of the subject by drawing deeply upon the culture of medieval Japan. Those less invested in the history of the orient may be happy to take the Mikado as their model and the Grand Pooh-Bah as their Warlord.

Whatever your choice, we imagine the people of our mythical east living in a feudal culture dominated by a proud warrior caste. Its haughty rulers and nobles are deeply sensitive of their honour and conscious of their status amongst their peers. A lack of deference, or failure to show proper respect to a noble's deeds or titles may be enough to spark a war and send thousands to their graves. The peasantry, on the other hand, are heavily burdened by responsibilities, bound by obligations to their masters, and their lives readily expended upon a whim.

It is a land divided by rival warlords - Daimyo - the heads of powerful and venerable clans. The Daimyo hold vast swathes of territory and vie with each other to become the chief warlord or Shogun. These competing warlords battle amongst themselves and against roaming bands of brigands, dispossessed monks and the numerous evil spirits that infest the land.

The Daimyo is guarded by the bravest and best of the household's Samurai the Hatamoto - Bannermen - sworn to lay down their lives at their master's behest. These warriors stand beside their lord and alone of all warriors are allowed direct audience with the Daimyo. We give the Daimyo and Hatamoto the 'stubborn' special rule to reflect their determination.

Many clans are bitter enemies whose conflicts go back centuries, resting upon some imagined slight against an ancestor long dead. This is no trivial matter - for ances-

tors are revered and worshipped; their spirits guide and aid the living. In this way old feuds are kept alive and the living constantly reminded of the grievances of the dead.

The Samurai are the warrior caste comprising landowners and nobility, all the way up to the Daimyo themselves. Some are wealthy and powerful and others less so - but all are skilled combatants whether fighting on foot or on horseback. They fight with all manner of weapons, and we allow for swords - the famously razor sharp katana - naginata, or longbows - the asymmetric yumi. The naginata is a heavy, bladed weapon wielded in both hands and especially favoured by armed womenfolk. The Samurai not only train and arm their male warriors but their women too. We also have Samurai mounted upon horses, warhorses or Komainu Lion Dogs - although these might equally be Kirin - small horse-like dragons that sometimes have horns.

More lowly retainers - Ashigaru - also carry a variety of arms. If less skilled than the Samurai, these warriors are certainly no push-overs. They can carry spears - Yari - and we also allow for primitive firearms for those who wish to take advantage of the various models available. More romantic warlords will no doubt wish to eschew such foreign monstrosities in favour of the traditional bow.

Lowlier yet we have made allowance to include Bandits and Brigands as a unit carrying assorted weapons. This category is intended to act as a clearing house for all those marvellous - but irritatingly unique - models armed with heaven knows what. We class them as carrying 'mixed arms' - equivalent to staves - but allow for them to be upgraded to swords should you so wish. This is a bit of a departure from the standard rules, because we normally expect models to actually have the weapons they are supposed to have, but we were nagged to make room for these on the basis that there are many very attractive models available that otherwise do not fit into our standard categories.

We also have the famous warrior-monks or Sohei. We choose to endow these with martial arts skills giving them multiple attacks. They count as 'zealous' - ignoring pins for break tests and re-rolling failed order tests, making

them dangerous adversaries indeed. Even more deadly are the assassins known as Ninja - few in number - the Ninja are masters of espionage as well as masters of martial arts. We give them multiple attacks as well as the stealthy ability. We also allow for the inclusion of a Ninja Master as a hero for players who have plainly watched too many Martial Arts movies.

No Daimyo would contemplate battle without the sage advice of the clan's most accomplished Onmyoji or diviner. These characters are our 'wizards' and they are marked by their close relationship with the spirits - or Kami. There are many kinds of Kami, few of which are cooperative or friendly. Onmyoji can be accompanied by bound spirits in the form of Shikigami - spirits made manifest as familiars. One kind of Kami are the shape-shifting fox-spirits called Kitsune - and if players wish to field an Onmyoji in this guise they are welcome to do so - tricky creatures that they are (the Kitsune... not the players). Real Japanese Onmyoji were men but the magicians of our mythic orient could equally well be female, and the availability of Geisha, sorceresses, and finely arrayed ladies lends itself to such an interpretation should you wish.

A Daimyo may have the good fortune to be accompanied by a Shugyosha Samurai Hero, a lone warrior who has undertaken a quest at the behest of the ancestors. Such a quest - called the Musha Shugyo or 'training in war' - often involves slaying a great many foes, destroying monsters, or pledging the warrior's service to a needy Daimyo. The Shugyosha are the heroes of our Samurai Warband and we allow them to ride not only warhorses but also the monstrous Komainu Lion Dog. Should players wish to make use of other mounts in this role then same stats can easily be pressed into service to represent whatever exotic mount our model manufacturers have devised - from horse-like Kirin and glorious fan-tailed peacocks to gigantic floating Koi Carp! In reality Samurai were men, although women of the same caste also trained to fight and were known as Onna Bugeisha. In our mythic Orient we also make room for females in the heroic mould - not least because there are some splendid models of such available, widening our choice of models and painting opportunities.

Onna Bugeisha - female fighters of the Samurai caste - are also included as a separate entry should anyone feel the lack. These hardy women-warriors have the responsibility of defending the family lands and castle in times of war. Their favoured arm is the naginata but we make provision for a variety of arms and armour.

Although we would normally allow for monstrous elements to be included by means of the Monster list (and this option remains for Samurai as for other warbands) we have also included two 'monstrous' units in the forms

of the Oni and Tengu. Oni are ogre-like horned monsters with red, blue or green skin They are often armed with great clubs which we equate to the 'massive mace'. Tengu are half-men half-birds and add a distinctive aerial unit to our warband.

Dragons certainly exist in our mythical orient, and go by a number of names including the huge and terrifying Ryu, and Tianlong. These oriental dragons frequently float through the air even where they lack wings. We recommend that players use the Dragon stats for models that suggest it and Hippogriff stats for those that are somewhat less massive. Players who prefer are equally welcome to use the stats for the Manticore which is comparable but earthbound. In any case, we allow access to the Monster list only with the prior agreement of the players so make sure you settle such things before the game.

Note that mixed-arms, naginata, nunchaku and shuriken have been included in the weapon summary, as well as the various paraphernalia carried by our diviner. For convenience, other weapons have been described in terms of their English equivalents: spear for yari, longbow for yumi, stave for bo and sword for katana.

RONIN

Or the Seven Samurai! One of our players asked whether it was permitted to field a force of seven heroes in the style of the Seven Samurai. Such masterless Samurai were known as Ronin and we thought it was worth presenting players with the option. This isn't really necessary because as with all our Erehwon warbands, players are always at liberty to choose to ignore, modify, or create whatever forces they want so long as all involved are happy to go along with that approach. As with the inclusion of monsters from the Monster list and other variations of warbands, we therefore say that this option is available *if your opponent agrees* - and leave it to you to make arrangements for yourselves.

If you want to play the Ronin variant simply choose seven Shugyosha and nominate one as your Warlord. The Warlord receives no extra rules or abilities, but every Warband needs a Warlord and so our seven heroes must choose one amongst them who is their leader. You can use any points remaining to buy non-Samurai units including monsters from the list if you wish. Bandits, Ashigaru or Archers might equally well be armed villagers or peasantry - we shall not enquire too closely. You can also include an Onmyoji - who in this case might be a village wise-woman or local priest - let the story of your Seven Samurai suggest a cast to match.

DAIMYO

Warlord Warrior Unit

Points Value: 122

Special: You must include one Daimyo **or** Mounted Daimyo in your warband and one only.

Unit: Daimyo	Ag	Acc	Str	Res	Init	Co	Special
1 x Daimyo with sword, medium armour	5	5	6	5(7)	8	9	Tough, Stubborn, Command, Follow, 3x HtH, Wound
2 x Hatamoto with sword, medium armour	5	5	6	5(7)	7	8	Stubborn

Options

- Give unit naginata @Free per model
- Give unit longbows @4pts per model
- Upgrade Daimyo to Tough 2 @10pts
- Upgrade Daimyo to Wounds 2 @14pts
- Add up to 2 Hatamoto @20pts per model

MOUNTED DAIMYO

Warlord Mounted Unit

Points Value: 148

Special: You must include one Daimyo **or** Mounted Daimyo in your warband and one only.

Unit: Daimyo	Ag	Acc	Str	Res	Init	Co	Special
1 x Daimyo with sword, medium armour riding horse	5	5	6	6(8)	8	9	Tough, Stubborn, Command, Follow, Fast 8, 3x HtH, Wound
2 x Hatamoto with sword, medium armour riding horses	5	5	6	6(8)	7	8	Stubborn, Fast 8
0 x Warhorses	-	-	5	-	-	-	1xHtH SV1

Options

- Give unit lances @1pts per model
- Upgrade Daimyo to Tough 2 @10pts
- Upgrade Daimyo to Wound 2 @16pts
- Give unit longbows @4pts per model
- Mount unit on Warhorses @6pts per model
- Add up to 2 Hatamoto @28pts per model

ONMYOJI DIVINER

Warrior Unit

Points Value: 55

Special: You can include a maximum of one Onmyoji in your warband.

Unit: Onmyoji Diviner	Ag	Acc	Str	Res	Init	Co	Special
1 x Onmyoji with hanbo or cane	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Servants with hanbo, scroll or tea service	5	5	5	5	7	7	-
0 x Shikigami Spirits	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV 1

Options

- Add up to 4 Servants @8pts per model **OR**
Add up to 4 Shikigami Spirits @18pts per model
- Upgrade Onmyoji to Tough 2 @10pts
- Upgrade Onmyoji to Magic 2 @25pts
- Upgrade Onmyoji to Magic 3 @50pts

SHUGYOSHA SAMURAI HERO

Warrior Unit

Points Value: 86

Special: You can only include a maximum of one Shugyosha Samurai, Mounted Shugyosha Samurai or Ninja Master in your warband.

Unit: Shugyosha Samurai	Ag	Acc	Str	Res	Init	Co	Special
1 x Shugyosha Samurai with sword, medium armour	5	6	6	6(8)	9	9	Tough 2, Hero, 3x HtH, Wound

Options

- | | |
|--|--|
| <ul style="list-style-type: none"> •Give Shugyosha naginata @free •Give Shugyosha longbow @4pts •Give Shugyosha Challenge rule @10pts •Give Shugyosha Zealous rule @5pts | <ul style="list-style-type: none"> •Upgrade Shugyosha to Tough 3 @10pts •Upgrade Shugyosha to Wound 2 @16pts •Upgrade Shugyosha to Wound 3 @32pts |
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MOUNTED SHUGYOSHA SAMURAI HERO

Mounted Unit

Points Value: 102

Special: You can only include a maximum of one Shugyosha Samurai, Mounted Shugyosha Samurai or Ninja Master in your warband.

Unit: Shugyosha Samurai	Ag	Acc	Str	Res	Init	Co	Special
1 x Shugyosha Samurai with sword, medium armour, riding warhorse	5	6	6	7(9)	9	9	Tough 2, Hero, 3x HtH, Wound, Fast 8, Warhorse 1x HtH SV1
0 x Komainu Lion Dog	-	-	6	-	-	-	1x HtH SV2

Options

- | | |
|---|---|
| <ul style="list-style-type: none"> •Give Shugyosha lance @1pts •Give Shugyosha longbow @4pts •Give Shugyosha Challenge rule @10pts •Give Shugyosha Zealous rule @5pts | <ul style="list-style-type: none"> •Upgrade Shugyosha to Tough 3 @10pts •Upgrade Shugyosha to Wound 2 @18pts •Upgrade Shugyosha to Wound 3 @36pts •Mount Shugyosha on Komainu Lion Dog @1pt |
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NINJA MASTER

Warrior Unit

Points Value: 90

Special: You can only include a maximum of one Shugyosha Samurai, Mounted Shugyosha Samurai or Ninja Master in your warband.

Unit: Ninja Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Ninja Hero with sword and shuriken	7	7	6	6	9	9	Tough 2, Hero, Stealthy, 3x HtH, 3x Ranged, Wound

Options

- | | |
|--|---|
| <ul style="list-style-type: none"> •Give Ninja Master nunchaku @free •Give Ninja Master naginata @free •Give Ninja Master Dead Eye Shot rule @10pts | <ul style="list-style-type: none"> •Upgrade Ninja Master to Tough 3 @10pts •Upgrade Ninja Master to Wound 2 @12pts •Upgrade Ninja Master to Wound 3 @24pts |
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MOUNTED SAMURAI

Mounted Unit

Points Value: 84

Unit: Mounted Samurai	Ag	Acc	Str	Res	Init	Co	Special
1 x Samurai Leader with sword, medium armour, riding horse	5	5	6	6(8)	7	8	Tough, Fast 8
2 x Samurai with sword, medium armour, riding horse	5	5	6	6(8)	7	7	Fast 8
0 x Warhorses	-	-	5	-	-	-	1x HtH SV1
0 x Komainu Lion Dog	-	-	6	-	-	-	1x HtH SV2

Options

- | | |
|--|---|
| <ul style="list-style-type: none"> •Give unit spears @free per model •Give unit lances @1pt per model •Give unit longbows @4pts per model | <ul style="list-style-type: none"> •Mount unit on Warhorses @6pts per model •Mount unit on Komainu Lion Dog @9pts per model •Add up to 2 Samurai 24@pts each |
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SAMURAI

Warrior Unit

Points Value: 92

Unit: Samurai	Ag	Acc	Str	Res	Init	Co	Special
1 x Samurai Leader with sword, medium armour	5	5	6	5(7)	7	8	Tough
4 x Samurai with sword, medium armour	5	5	6	5(7)	7	7	

Options

- Give unit naginata @Free per model
- Give unit spears @Free per model
- Give unit longbows @4pts per model
- Add up to 5 Samurai @16pts each

ASHIGARU

Warrior Unit

Points Value: 72

Unit: Ashigaru	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader with sword, light armour	5	5	5	5(6)	7	8	Tough
4 x Ashigaru with sword, light armour	5	5	5	5(6)	7	7	-

Options

- Give unit spears @Free per model
- Give unit long spears @Free per model
- Give unit naginata @Free per model.
- Give unit halberds @1pt per model.
- Give unit medium armour @2pts per model increasing Res to 5(7)
- Add up to 5 Ashigaru @12pts each

ARCHERS

Warrior Unit

Points Value: 72

Unit: Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader with sword and bow	5	5	5	5	7	8	Tough
4 x Archer with sword and bow	5	5	5	5	7	7	-

Options

- Give unit long bows @2pts per model
- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit medium armour @4pts per model increasing Res to 5(7)
- Add up to 5 Archers @ 12pts per model

BANDITS AND BRIGANDS

Warrior Unit

Points Value: 57

Unit: Ashigaru	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader with mixed arm	5	5	5	5	7	8	Tough
4 x Bandit with mixed arms	5	5	5	5	7	7	-

Options

- Give unit swords @+1 per model
- Add up to 5 Bandits @9pts each

We allow for this unit to carry a mixture of weapons whilst counting all as 'mixed arms' for hand-to-hand fighting. These have the same stats as staves, as shown on the summary. This allows us to field some of the rather nicely sculpted models that are available without having to worry how they are armed, although it is necessary to tell your opponent that - regardless of how the models are equipped - they all count the same.

TANIGASHIMA MEN

Warrior Unit

Points Value: 82

Unit: Tanigashima men	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader with sword and handgun	5	5	5	5	7	8	Tough
4 x Tanigashima men with sword and handgun	5	5	5	5	7	7	

Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit pavisse @1pt per model
- Give unit medium armour @4pts per model increasing Res to 5(7)
- Add up to 5 Tanigashima Men 14@pts per model

ONNA BUGEISHA

Warrior Unit

Points Value: 62

Unit: Onna Bugeisha	Ag	Acc	Str	Res	Init	Co	Special
1 x Onna Bugeisha leader with naginata	5	5	5	5	7	8	Tough
4 x Onna Bugeisha with naginata	5	5	5	5	7	7	

Options

- Give unit swords @ free per model
- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit spears @ free per model
- Give unit medium armour @4pts per model increasing Res to 5(7)
- Give unit longbows @4pts per model
- Add up to 5 Onna Bugeisha @10pts per model

SOHEI WARRIOR MONKS

Warrior Unit

Points Value: 132

Special: You can include a maximum of one unit of Sohei Warrior Monks in your warband.

Unit: Warrior Monks	Ag	Acc	Str	Res	Init	Co	Special
1 x Monk Leader with stave	5	5	5	6	7	8	Tough, Zealous, 2x HtH
4 x Monk with stave	5	5	5	6	7	7	Zealous, 2x HtH

Options

- Give unit naginata @1pts per model
- Give unit Divine Intervention rule @10pts
- Give unit longbows @4pts per model
- Add up to 5 Warrior Monks @25pts per model
- Give unit light armour @2pts per model increasing Res to 6(7)

NINJA

Warrior Unit

Points Value: 205

Special: You can include a maximum of one unit of Ninja in your warband.

Unit: Ninja	Ag	Acc	Str	Res	Init	Co	Special
5 x Ninja with sword and shuriken	7	7	6	6	9	9	Stealthy, 2x HtH, 2x Ranged

Options

- Give unit nunchaku @free per model
- Give unit Dead Eye Shot rule @10pts
- Give unit naginata @free per model
- Add up to 5 Ninja @41pts per model

ONI OGRES

Monster Unit

Points Value: 26

Unit: Oni	Ag	Acc	Str	Res	Init	Co	Special
1 x Oni with massive mace	5	5	5	8	7	7	Large, 2x HtH

Options

- Add up to 2 Oni @26pts per model

TENGU BIRDMEN

Beast Unit

Points Value: 144

Special: You can include a maximum of one unit of Tengu Birdmen in your warband.

Unit: Tengu Birdmen	Ag	Acc	Str	Res	Init	Co	Special
3 x Tengu Birdmen	10	5	5	5	9	9	Flies, Fast 10, 2x HtH SV1

Options

- Add up to 2 Tengu Birdmen to unit @48pts per model

CANNON

Artillery Unit

Points Value: 77

Unit: Cannon	Ag	Acc	Str	Res	Init	Co	Special
3 x Crew with daggers, cannon	5	5	5	5	7	7	Large, Slow3

Equipment

1 x Small Cannon

Options

- Give unit Large Cannon instead of Small Cannon @50pts
- Give crew light armour @2pts per model increasing Res to 5(6)
- Give crew swords instead of daggers @1pt per model
- Add up to 2 crew to unit @9pts each

BOLT THROWER

Artillery Unit

Points Value: 69

Unit: Bolt Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Crew with daggers, bolt throwing engine	5	5	5	5	7	7	Large, Slow3

Equipment

1 x Small Bolt Thrower

Options

- Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts
- Give crew light armour @2pts per model increasing Res to 5(6)
- Give crew swords instead of daggers @1pt per model
- Add up to 2 Crew to unit @9pts each

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Shuriken	0-10"	-	-	1	
Bow	0-10"	10-20"	-	0	
Longbow	0-10"	10-30"	-	1	
Hand gun	0-10"	10-20"	-	3	Fire order to shoot
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, Unstoppable
Small Cannon	0-10"	10-30"	30-40"	5	Fire order to shoot, Unstoppable
Large Cannon	0-10"	10-50"	50-100"	8	Fire order to shoot, Unstoppable
Hanbo, Cane, Scroll or Tea Service*	Hand-to-Hand Combat			0	
Stave	Hand-to-Hand Combat			0	+1 Strength
Bandits with Mixed Arms	Hand-to-Hand Combat			0	+1 Strength
Nunchaku	Hand-to-Hand Combat			0	+2 Strength
Dagger	Hand-to-Hand Combat			1	
Sword	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Long Spear	Hand-to-Hand Combat			1	Cancels charge bonus
Lance	Hand-to-Hand Combat			1/3	SV3 on Charge
Halberd	Hand-to-Hand Combat			2	+1 Strength
Massive Mace	Hand-to-Hand Combat			2	
Naginata	Hand-to-Hand Combat			2	

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead-Eye Shot. Can re-roll one miss.

Divine Intervention. Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead. Max use once per turn.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery overhead only).

Pavisse. Cannot be give Run order. -3 Agility. Counts as cover with +2 Res bonus.

Slow/Fast. Move at the basic rate indicated.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Stealthy. Re-roll shooting hits when in cover.

Stubborn. Recover 2 pins on successful Order test.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

Zealous. Ignore pins when taking a break test. Re-roll failed order test.

*If servants should carry fans, sunshades or other paraphernalia we will not quibble.