

Warmaster Historical – Sengoku Period Japanese [1467 – 1638 AD]

Type	Attacks	Range	Armor	Hits	Stands	Cost	Numbers	Leader	Special
Mounted Samurai/ Warrior Monks	3	-	5+	3	3	110	2 [-] / 6 [-]	-	1
Foot Samurai/ Warrior Monks	3	-	5+	3	3	70	4 [2] / U [12]	-	2
Ashigaru – Spearmen	3	-	6+	3	3	45	4 [2] / U [12]	-	3
Ashigaru – Arquebusiers (Post 1543 only)	2	1x 30 2x 15	6+	3	3	70	2 [2] / 8 [8]	-	3, 4
Ashigaru – Archers	2	1x 30	-	3	3	50	- [-] / 4 [4]	-	3
Ikko Ikki/ Unarmored Monks/ Ronin	3	-	-	3	3	40	- [12] / 2 [U]	-	5
Light Guns	2	2x 40	-	4	1	50	- [-] / 2 [-]	-	6
General	+2	-	-	-	(1)	125	1 [1]	9+	
Leader	+1	-	-	-	(1)	80	- [-] / 3 [3]	8+	
Legendary Daimyos	-	-	-	-	-	+25	- [-] / 1 [-]	-	7

Numbers:

- Numbers in [] apply to Ikko Ikki armies. Ikko Ikki armies can be fielded from 1471 – 1580 AD.
- Ashigaru Arquebusier units cannot be fielded in pre-1543 armies. Instead increase numbers of Ashigaru Archers to 2 [2] / 8 [8].

Special Rules:

- 1) Mounted Samurai/ Warrior Monks: Heavy Cavalry. Shock as per rulebook.
- 2) Foot Samurai/ Warrior Monks: Individually well trained with weapons. May re-roll one missed attack per foot samurai stand in combat.
- 3) Ashigaru Spearmen, Arquebusiers, and Archers: Fought in separate weapons teams that were trained to work together. Ashigaru arquebusiers and archers were trained so that they could fall back through spearmen including samurai. Ashigaru arquebusiers and archers are semi-skirmishers and may evade per the rules for skirmishers. In all other aspects they follow the normal rules.
- 4) Arquebus: Armor Penetration. Armor saves count as 1 worse vs. Arquebus armed troops, 5+ becomes 6+, etc. Shoot twice at range < 15 cm.
- 5) Ikko Ikki/ Unarmored Monks/ Ronin = Fanatic religious mobs of monks and peasants or desperate ronin. Fanatics as per rulebook.
- 6) Light Guns = Light Artillery. Light Artillery as per rulebook.
- 7) Legendary Daimyos = Represents Takeda Shingen, Oda Nobunaga, Toyotomi Hideyoshi, and Tokogawa Ieyasu. One failed Command Roll by the General or a Leader may be re-rolled per turn. If it passes then the unit follows orders and the Commander can issue further orders that turn as if the original order had passed.