

	Move	Weapon Skill	Ballistic Skill	Strength	Toughness	Wounds	Initiative	Attacks	Leadership	Save
Leader	4	5	-	5	4	2	5	3	10	4 or more
Deputy Leader	4	5	-	5	4	2	5	3	10	4 or more
Master Swordsman	4	7	-	5	4	2	7	3	10	4 or more
Master Archer	4	5	5	5	4	2	5	3	10	4 or more
Fool	4	4	-	5	4	2	4	3	10	4 or more
Wanabee	4	5	-	5	4	2	5	3	10	4 or more
Noble	4	5	-	5	4	2	5	3	10	4 or more
Yojimbo	4	6	-	5	4	3	6	3	10	4 or more
Lord	4	5	-	5	4	3	5	4	10	4 or more
Samurai guards	4	4	-	5	3	1	4	2	9	4 or more
Ashigaru	4	3	3	3	3	1	3	1	7	none
Weapons										
Samurai sword	(katana) sword adds +1 strength to user if he is on foot (already included in the stat line). User also counts as having a buckler as well as the sword can be used to parry enemy attacks, adds +1 to the save (already included in the stat line).									
Longbow	Range 30 inches. Strength 3 with -1 on enemy armour save									
Naginata	Adds +1 to users strength (not included in stats above)									
Bows	Range 24 inches. Strength 3									
Special Abilities										
Leader	Adds an extra atteck for the unit, if leader is in contact. Last figure to be removed from the unit.									
Musician	In the event of a drawn combat, the side with a musician wins drawn combats.									
Standard	If present in the unit, the unit gains +1 for its combat resolution.									
Honorable Samurai	If able to charge an enemy character, MUST do so; Must accept a challenge from an enemy character									
Warrior of Legend	May re-roll one failed to-hit roll and one failed to-wound roll in each combat phase; May re-roll a failed armor save if it represents the character's last wound									