

Introduction

These rules are based in the 15th-16th centuries so beloved of the classic Samurai films of Akira Kurosawa. Thus they are not entirely historically accurate.

This Supplement is designed to be used with FUBAR Medieval 2nd Edition.

Armour

Because of his training an unarmoured Samurai in close combat has a armour save of 6+.

Samurai Daimyos and Masters, and Warrior Monks, have an unarmoured save in close combat of 5+.

This is increased to 4+ when a Samurai is fully armoured and this save is good against all forms of attack.

A Warrior Monk Abbot is a master of the martial arts and gets a 4+ save in all circumstances.

Ashigaru are either unarmoured or wear light armour.

Ninja have an unarmoured save in all circumstances of 5+. To target Ninja with ranged weapons you must first make an Expertise check to spot them.

Weapons

Samurai Warriors

All Samurai carry the Daisho, a pair of swords:

The Katana, a long sword that can be used one or two handed.

The Wakizashi, a short sword that is used one handed.

A Samurai that fights with the Katana two handed gets +2 to his close combat attacks.

A Samurai that fights with both swords at the same time gets two attacks with +1 to one of the attacks.

Note that some Samurai Daimyos and Masters have Heirloom Daisho that get +3 in close combat if used two handed and +2 if used as a pair.

All Samurai are trained in Archery. Their Composite Bows are the equivalent of Longbows.

Ashigaru Soldiers

Ashigaru use long weapons such as the Naginata (Polearm) and the Yari (Spear), which both give +1 in close combat. They are also armed with short swords.

Later in the period Ashigaru can be armed with Tanegashima Muskets. These are the equivalent of Crossbows.

Warrior Monks

These are armed with a range of exotic weaponry from Bo Staffs and Kama, to

Kusarigama and Nunchaku, as well as unarmed combat techniques. In game terms these are all +1 to close combat.

An Abbot is a master of the martial arts and gets +2 in close combat.

Ninja Assassins

Ninja use their Ninja-to short swords along with a number of unarmed combat attacks. They can also throw shuriken (Range 6", 1 Shoot Point).

Mounts

All Samurai are trained to fight and shoot on foot and when mounted.

Mounted Samurai get no penalty when moving and shooting.

Organization

As this is game for small unit actions, not major battles the following rules for organization are for guidance only.

Samurai

Samurai forces should be led by a Daimyo or Samurai Master. You should not have more than one Daimyo or Master per force.

A typical force will have 1-2 units of 6-8 Samurai supported by 2-6 units of 8-10 Ashigaru.

If the game is set in the 16th Century up to half of the Ashigaru can be armed with Tanegashima Muskets

If a Samurai unit is mounted the Daimyo or Master shall also be mounted.

Ronin

These are mercenary Samurai who owe allegiance to no Daimyo. Usually there will be one Samurai Master amongst them and 2-4 units of 6-8 Ronin.

These can be fielded mounted or on foot, or in a combination of both.

The Seven Samurai option

Ronin can be hired by Villagers to protect them, so you can have 1 Master, 1 unit of 6-8 Ronin and 2-4 units of Villagers as a force.

Warrior Monks

Monks often fight to protect their monasteries and the villagers that work for them.

Thus a Warrior Monk force will have an Abbot, 2-3 units of 5-7 Monks and 0-6 units of 8-10 Villagers.

Ninja Clan

These are never fielded as a separate force. Instead a unit of 3-6 Ninja are hired by a Daimyo to assist his forces.

Generally they will be hired to assassinate the leader of the Daimyo's enemies and will make every effort to locate and attack this person.

Troop & Points Listings

Samurai Daimyo

Elite, Samurai Armour, Heirloom Daisho @ 15pts.

Elite, Unarmoured, Heirloom Daisho @ 14pts.

Add a Mount for 5pts, and a Composite Bow of 2pts.

Samurai Masters

Veteran, Samurai Armour, Heirloom Daisho @ 13pts

Veteran, Unarmoured, Heirloom Daisho @ 12pts.

Add a Mount for 5pts, and a Composite Bow of 2pts.

Samurai (including Ronin)

Seasoned, Samurai Armour, Daisho @ 10pts

Seasoned, Unarmoured, Daisho @ 8pts.

Add a Mount for 5pts, and a Composite Bow for 2pts.

Ashigaru

Seasoned, Light Armour, Naginata or Yari @ 8pts.

Seasoned, Unarmoured, Naginata or Yari @ 6pts.

Add a Tanegashima for 2pts.

Warrior Monks

Abbot, Elite, Unarmoured, Martial Arts @ 14pts.

Monk, Veteran, Unarmoured, Martial Arts @ 10pts.

Ninja

Veteran, Unarmoured, Stealth, Ninja-to, Shuriken @ 12pts.

Villagers

Green, Unarmoured, Farm Implements @ 3pts.

Optional Rules

Death before Dishonour

If a Samurai Daimyo or Master is killed, and his men then do not go on to win the engagement half of them will commit Seppuku (ritual suicide).

The Shugenja

Any force can hire one of these mysterious masters of magic for 20pts. They are Veteran, Unarmoured and Unarmed.

Each turn the Shugenja can perform one of the following feats of magic:

Heal one figure who has been injured this turn (range 6").

Curse one figure so they have to reroll each die roll they make this turn and take the worst result (range 12").

Hide their unit from missile fire for 1 turn.