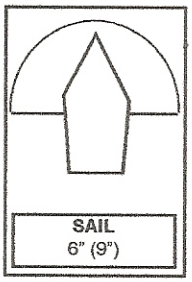
NIPPON FLEET

NIPPON SAMURAI SAMPAN

Crew: 4



During times of conflict, the mighty Nipponese samurai warriors set sail in these specially-designed vessels. Armed with ornate jade bows which have been enchanted by shujenga for increased distance and damage, these fearsome fighters strike at the enemy from a distance before closing for the kill via traditional and time-honored hand-to-hand combat.

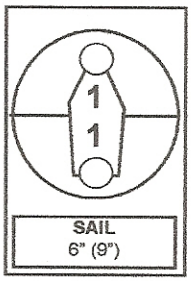
MOVE:
Sail: 6" (9" with the wind behind).

WEAPONS:
No ranged weapons. Samurai archers fire from the pagoda and have a 180 degree forward fire arc.

SPECIAL RULES:
Firepower based on number of Samurai Warrior crew counters on ship's template. Roll 1 die per Samurai Warrior crew counter, using the Elf range template. Shots have no save modifier for distance. Each time the ship's pagoda location takes damage, reduce the range of the bowfire by 3". The samurai will always have at least a 3" range.

NIPPON ROCKET PATROL BOAT

Crew: 3



These elegant craft patrol the seas around the Jade Empire, and are frequently drafted into service during large naval engagements They fire deadly salvos of gunpowder-packed rockets across great distances to strike at the enemy from afar.

MOVE:
Sail: 6" (9" with the wind behind).

WEAPONS:
2 Rocket Launchers, one firing fore, one firing aft. Each has a 180 degree fire arc.

SPECIAL RULES
To fire a Rocket Launcher, trace range and line of sight to the target using the Elf range template. Target must be a vessel or sea monster. Roll 1D3 and a scatter die to determine deviation of rocket, then roll on chart below to determine strength of blast:

Roll	Burst	Save
1	rocket plunges harmlessly into the water.	
2,3	2" template	-2
4,5	3" templat e	-1
6	4" template	no mod.

Each model even partially under the template takes on hit, rolled for normally, with the save modifier listed on the chart.

NIPPON KAMIKAZE JUNK

Crewed by fanatically loyal followers of the Jade Emperor, these small craft race across the waters toward the enemy to detonate their deadly payload of shrapnel and gunpowder, destroying themselves in the process.

MOVE:
Sail : 4" (6" with the wind behind).

WEAPONS:
No ranged weapons

SPECIAL RULES:
When you wish to attack, you must declare so before the Junk takes its move. Instead of its normal move, roll the Artillery die. If the die roll indicates "misfire" the gunpowder cache proper has ignited prematurely! The Junk fails to move. Center the Great Leveller template over the Junk and roll on the Attack Result Table immediately. Any model even partially under the template is hit. If the Artillery die roll indicates a number, move the Junk straight forward exactly that many inches or until it hits an obstacle which blocks further movement (in which case it stops moving at the point of collision). After you have moved the Junk as indicated above, center the Great Leveller template on it. Any model even partially under the template is hit when the Junk explodes. To determine the strength of the blast, roll on the Attack Result table.

Kamikaze Junk Attack Result

1	The powder cache fails to fully ignite. After its thrusting move forward, leave the junk where it is. No attack takes place this turn. The crew may attempt another attack in a future turn, with a -1 modifier to the roll on this table for each previous failed attack.
2	The junk explodes with less-than-hoped-for force. Any model under the template takes 2 hits, rolled for normally, with a +1 saving throw modifier. Remove the junk model from play.
3	The junk explodes with some noticable impact. Any model under the template takes 2 hits, rolled for normally, with a -1 saving throw modifier. Remove the junk model from play.
4	The junk explodes with a healthy burst of flame and noise! Any model under the template takes hits, rolled for normally, with a -1 saving throw modifier. Remove the junk model from play.
5	The junk explodes in a roaring ball of fiery menace. Any model under the template takes 3 hits, rolled for normally, with a -2 saving throw modifier. Remove the junk model from play.
6	The junk erupts in a massive, deafening fireball which sends shock tremors rippling across the waves. Any model under the template takes 4 hits, rolled for normally, with a -1 saving throw modifier. Remove the junk model from play.

Crew: 2