

# *DEATH BEFORE DISHONOR*

Samurai Battles by

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For

*TRIUMPH & TRAGEDY*



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## **ARMY TYPES**

Basically there are three different armies: **Samurai** Army, the **Sohei** Army and the irregular **Ikko-Ikki** Army

### **SAMURAI ARMY**

Model	Units	Models	Equipment
Hero	0-1	1	All armors, Katana, Yari, No-Dachi, Bow, Aquebus
Leader	0+	1	All armors, Katana, Yari, No-Dachi, Bow, Aquebus
Hatamoto	0-1	2-8	All armors, Katana, Yari, No-Dachi, Bow, Aquebus
Mounted Samurai	0-2	6-10	All armors, Katana, Yari, Bow, Aquebus
Samurai	0+	8-12	All armors, Katana, Yari, Bow, Aquebus
Ashigaru	0+	8-15	Do-Maru, Katana, Yari, Bow, Aquebus
Ashigaru Crew	0-1	3-6	Do-Maru, Katana, Yari, Bow, Aquebus, Saker

#### **SPECIAL RULES**

##### **Personal Flag**

A Samurai army may include the generals personal flag, that flag gets a retinue of 2-6 Ashigaru and/or Samurai (even mixed).

These models may be equipped normally.

The Flag uses the normal T&T Army standard rules and points cost.

*The retinue may include the Armies Musicians. Use the rules for Bugler.*

*The limitations are given for a normal Army of around 2000 Points!*

### **SOHEI ARMY**

Model	Units	Models	Equipment
Hero	0-1	1	All armors, Katana, Yari, No-Dachi, Naginata, Bow, Aquebus
Leader	0+	1	All armors, Katana, Yari, No-Dachi, Bow, Aquebus
Ninja	0-1	4-10	Do-Maru, All weapons
Sohei	0-2	6-12	Do-Maru, Tanto, Katana, Naginata, Bow, Aquebus
Ashigaru	0-1	8-15	Do-Maru, Katana, Naginata, Bow, Aquebus
Armed Peasants	0+	8+	Improvised weapons

#### **SPECIAL RULES**

##### **Ninja**

Instead of deploying them at the Start of the game, they may be deployed anytime

The unit card shows up. They are placed anywhere on the board near (2 inch) a Line of Sight blocking terrain piece or a terrain piece that the umpire allows.

##### **Poison**

For 5 points per model the ninjas can be upgraded to use poison,

All hit models must reroll save results on the damage table immediately on the next activation.

*The limitations are given for a normal Army of around 2000 Points*

## ***IKKO-IKKI ARMY***

Model	Units	Models	Equipment
Hero	0-1	1	All armors, Katana, No-Dachi, Naginata, Bow, Aquebus
Leader	0-2	1	All armors, Katana, No-Dachi, Naginata, Bow, Aquebus
Ninja	0-1	4-12	Do-Maru, All weapons
Ikko-Ikki	0+	8-16	Katana, Tanto, Naginata, Aquebus
Armed Peasants	1+	8+	Improvised weapons

### ***SPECIAL RULES***

#### **Ninja**

Instead of deploying them at the Start of the game, they may be deployed anytime the unit card shows up. They are placed anywhere on the board near (2 inch) a Line of Sight blocking terrain piece or a terrain piece that the umpire allows.

#### **Poison**

For 5 points per model the ninjas can be upgraded to use poison,

All hit models must reroll save results on the damage table immediately on the next activation.

#### **Riot Fighters**

Since the Ikko-Ikki are uprising folks they get a +1 on morale rolls.

#### **Mob**

Sometimes other local civilians join the force. At the beginning of a round, as long a unit has fewer suppression markers than half the number of models, you may check morale, if you succeed you may add another Model to an Ikko-Ikki or Armed Peasant unit for free.

***The limitations are given for a normal Army of around 2000***

***Points!***



### **MYTHOLOGICAL MODELS:**

Model	Units	Models	Equipment
Tengu	0-1	1	costs one hero slot and has hero stats
Yuki on Na	0-1	1	costs one hero slot and has hero stats
Kami	0-1	1	costs one hero slot and has hero stats
Oni	0-2	1	costs one leader slot and has elite leader stats
Bunraku	0-2	1	costs one leader slot and has average stats
Shugenja	0-1	1	costs one hero slot and has hero stats

If all players agree they may spice up their games with mythological creatures from japan.

### **SPECIAL RULES**

**Tengu:** As a great creature of mischief the Tengu cannot be part of any unit. He never checks morale and is immune to all psychology rules.

Tengus are big models and should be represented as such, they gain two additional close combat attacks that uses the same weapon as the normal attack. In addition they gain 2 extra wound points.

Tengus cost +35 points in addition to basic hero costs.

**Yuki on Na** These dangerous, beautiful women must accompany a unit, when a unit containing a Yuki on Na fights another unit in close combat the opposing player must succeed a morale check or two members of the opposing unit join the unit accompanied by the Yuki on Na, if he succeeds only one models joins up. This is checked each round before any combat dice are rolled.

A Yuki on Na costs an 25 points in addition to basic hero cost.

**Kami** Death and destruction comes from the Kami, as such they can lead units into battle. A Kami has an additional +1 morale bonus in addition to a hero.

A Kami may use a special power when a special action or shooting action comes up, choose either:

***Call the storm:** choose a unit in 20 inch, that unit receives 1D3 supression markers.*

***Lightning strikes:** one model In 15 inch is hit by lightning and must roll a save result on the Damage Table or is removed from the game.*

***Wrath of the Ancients:** choose a unit within 10 inch of the Kami, that unit gains the ability to reroll any one die of each dice roll for the remainder of this turn.*

Kami costs additional 15 points to the basic hero cost.

**Oni** Fierce combatants, Oni can be used as Leaders or on their own, they use Elite Leader stats and have an additional attack as well as an additional wound point. An Oni cost additional 10 points to the basic leaders cost.

**Bunraku** Bunraku are magically animated puppets. A Bunraku is not a good fighter, but is nearly invulnerable.

A Bunraku has no wound point stat and ignores weapon damage to wounds, only an instant killed result on the Damage Table destroys a bunraku.

Bunrakus have Trained stats and ignore all morale effects.

To field a Bunraku a player has to pay additional 5 points to basic leader points.

**Shugenja** Priests of finest sort, they suffer a -2 to hit modifier in close combat and ranged combat, but can use a special action to employ their magic power.

You must choose which element your shugenja is dedicated to:

Wood: target unit in 6" receives +2 movement and +1 morale

Fire: Flames shoot onto an enemy unit in 20" causing 1D3 hits

Earth: target unit in 12" receives +1 on their save for the rest of the round  
Metal: exchange any two cards in your initiative stack, the next card will gain +1 on initiative

Water: bring back 1D3 models killed last round from a unit in 6"



### **UNIT TYPES**

Type	Model	Special
Hero	Hero/Daimyo	
Leader	Leader	May be included in Samurai, Sohei, Ninja or Ashigaru Units
Veteran	Hatamoto, Mounted Hatamoto, Ninja	Very rare type of unit, a player may have only one.
Elite	Samurai, Sohei, Mounted Samurai	
Trained	Ashigaru, Ikko Ikki	Ikko Ikki of this training are rare and a player may only field one Unit
Raw	Ikko Ikki, Peasants	Only these lowly combatants can have this status

### **EQUIPMENT**

#### Armor

Since most of the troops at the time 1550-1650 were armored. We suggest that mostly all models should be armored.

Type	Cost	Effect
Do-Maru	1	+1 Hitpoint
O-Yoroi	2	+1 Hitpoint, Enemy shots -1 to hit. -1 in close combat
Hara-Ate	5	+1 Hitpoint, Enemy Close Combat attacks at -1 to hit

#### Weapons

Weapon	Cost	Short	Med.	Long	Effect
Improvised	0				No additional Bonus
Shield	3				enemy CC attacks at -1
Tanto, Katana	1				+1 Score in Close Combat
Naginata	2	2			+1 Score in Close Combat
Yari	3	2			+1 Score in Close Combat, 2 <sup>nd</sup> row can attack
No-Dachi	3				+1 Score in Close Combat, does 2 points of dmg
Ninja Weapons	4				+1 Score in Close Combat, enemy CC attacks at -1
Shuriken	1	3	6/-1	9/-2	May shoot twice per attack
Blowgun	3	6/+1	12	18/-1	
Bow	6	10/+1	20	30/-1	
Aquebus	3	12/+1	24	36/-1	On short range does 2 points of damage. Must be reloaded for a special action.
Saker (cannon)	50	16+1	32	48/-1	Hits all models in a straight line. Instantly kills models when wounding.

To make thing easier the Ninja Weapons cover the whole range of strange close combat weapons that were more or less successfully used by the ninjas.

In the rare case when shields are used their bonus do NOT stack with Hara-Ate or Ninja Weapons.

Hero Special Abilities Tables	
After you selected your force roll for the heroes on the following table:	
1	The hero has a drawback and one Ability from a table of your choice
2	The hero has one Ability of your choice
3	The hero has a drawback and two abilities from tables of your choice
4	The hero has two abilities from tables of your choice
5	The hero has a drawback and three abilities from tables of your choice
6	The hero has three abilities from tables of your choice

After that you may roll for each Hatamoto Unit on a table of your choice once.  
Ninja gain their stealth ability instead of the roll.

	Melee Combat	Ranged Combat
1	Toughness	Toughness
2	Born in the Saddle	Master of Camouflage
3	Ferocious	Calm
4	Superior Strength	Trick Shot
5	Deflection Expert	Rapid Shot/Reload
6	Weaponmaster	Marksman

	Leadership	Miscellaneous
1	Stubborn	Quick Reflexes
2	Retainer	Toughness
3	Like a Demon	Fleet footed
4	War Cry	Runner
5	Rallying Shout	Spymaster
6	Hero	Martial Arts Master



## Drawbacks

- 1 Old School
- 2 “
- 3 Debt of Honor
- 4 “
- 5 Snob
- 6 “



### ***SPECIAL ABILITIES***

Born in the Saddle	The model gains +1 when attacking from horseback.
Calm:	This model reduces the penalty for moving and shooting by 1
Debt of Honor	Once per game your opponent may move and attack with this hero and the unit he is in. They may not attack their own sides models.
Deflection Expert:	Shooting against this model is at additional -2
Ferocious:	The Model may make an additional melee attack, but hits from opponents must be assigned to this model first. In addition enemies gain +2 on their to hit rolls in melee combat against this model.
Fleet footed	This model gains +2 inch movement when moving or running.
Hero:	All friendly models in line of sight gain a bonus of +1 on their morale checks.
Like a Demon	Enemy Units in 4 Inch suffer a -1 on morale checks and enemy models Receive a -1 to hit against this model.
Marksman	When shooting this model gains an additional +1 on the attack roll.
Martial Arts Master	Against non Hero models this model gains an additional melee attack.
Master of Camouflage	This model may only be shot at at ranges of less than 10 inch.
Old School	This model shuns the use of firearms and can only shoot non-Samurai Units. The model cannot shoot at all when it is 6 inch of an enemy.
Quick Reflexes	This Model receives +1 to its Quality rating.
Rapid Shot/Reload	When using an arquebus this model must not load the weapon, if using a bow this model may fire twice. When doing so the attack is at -1 each.
Retainer	This model receives up to 2 Retainer (of lowest rank) for free.
Runner	This Model and his mount may move an additional D6 when playing a Fast Move Action.
Snob	This Model believes in his superiority. All units of this player units in 4inch of the model suffer -1 on morale rolls. A unit containing this model will start the game with a suppression marker and will keep this marker for the remainder of the game.
Spymaster	As long as you control this model you may look at one opponents unit stack top card and reorganize your stack afterwards.

Stubborn	The model must not check for morale, if part of a fleeing unit the model automaticall leaves the fleeing unit and stays behind.
Superior Strength:	Attacks in Close Comabt deal an additional point of damage.
Toughness:	The Model gains an additional Wound point
Trick Shot	This model ignores cover when shooting
Rallying Shout	After this models activation choose a unit in 12 inch and remove 1D3 Pinned Markers
War Cry	On a charge this model and its units receive a +1 on movement
Weaponmaster	The model may make an additional melee attack