

LEGENDS OF THE RISING SUN:

The Gang Lists

USING WARHAMMER HISTORICAL'S *LEGENDS* SYSTEM TO
WARGAME JAPAN'S SENGOKU PERIOD By Aaron Loomis



In *Wargames Illustrated* 278, Aaron Loomis introduced us to his variation on a GW skirmish system that he has dubbed *Legends of The Rising Sun*. Here we present his lists for Special Rules, Weapons, Equipment, and the Gangs of Sengoku-era Japan. Enjoy!

FACTION ARCHETYPES

THE STREET GANGS

Street Gangs (and Yakuza) are lead by a **Boss**, who has **Yojimbo Ronin**, **Brutes**, **Gunmen** and **Gangsters**.

Street Gangs as a faction have the **Mob Rules** ability, allowing them to add to their Courage depending on the number of allied figures within 4". Any Yojimbo Ronin recruited to the warband also have **Kendo**, like a Samurai.

THE SOHEI MONKS

A Sohei Monk warband is lead by a **Sensei** and can include **Monks**, **Initiates**, as well as **Peasants**.

A Sohei Monk or Sensei is a **Weapon Master**, allowing the *naginata*-armed Monk to declare to use the weapon either one-handed, two-handed or as a *yari* (to be able to support another figure), as well as using the *naginata* to **Parry**.

THE SAMURAI

A Samurai warband for a small-scale game (100 to 200 *koku* or points) can be lead by a **Hatamoto** and include **Samurai**, **Chuyen**, **Ashigaru**, and **Peasants** (if needed).

Hatamoto and Samurai have the **Kendo** ability to represent their greater level of training with the *katana*. **Kendo** allows a *katana* to be used with both hands for a +1 Strength bonus as well as grant the Samurai the ability to **Parry** with a *katana*. The faction special rule, **Samurai Honor**, allows a Samurai within 6" of his Hatamoto the ability to pass all Courage Tests automatically.

THE IKKO-IKKI

The militant Buddhist faction of Ikko-ikki are lead by a **Gang Leader** and are made up of **Followers** and **Peasants**.

Ikko-ikki have **Haters of the Bushi**, giving them a +1 to their Fight and their Courage when facing a Samurai opponent.

THE NINJA

Small warbands of Ninja are lead by a **Chunin** with the rest being **Genin**.

Ninja have the special rules **Stalk Unseen** and **Wary**. **Stalk Unseen** allows a Ninja to remain unseen to an opponent as long as the ninja is 6" or more away from the opponent's model and has some type of obscuring cover between them, **Wary** gives the Ninja the ability to avoid becoming **Trapped** in a combat if he is on his feet.



Below: Ashigaru with yumi and teppo.

WHAT IS "LEGENDS"?

Warhammer Historical released a game called *Legends of the Old West*, with the game mechanics based on Games Workshop's *The Lord of The Rings* and the "army lists" and campaign structure based in their *Mordheim* game. This was followed by the release of *Legends of the High Seas*, a pirate game written by Tim Kulinski. These games, and subsequent fan-written versions, are often collectively referred to as *Legends*. For information on these games visit:

www.warhammer-historical.com

SPECIAL RULES

SHARED RULES

Leader: Friendly models within 3" of the leader may re-roll one of the dice rolled to determine who wins the fight.

Commander: A model with the *Commander* rule may serve as the leader of a Warband if there is not a model in the Warband with the *Leader* rule.

Kendo: Gain +1 Strength when using a Katana with both hands, and may use Katana to *Parry*.

IKKO-IKKI

Haters of the Bushi: Ikko-ikki models gain +1 Fight and +1 Courage when facing a Samurai, Daimyo, or Hatamoto opponent.

SOHEI

Weapon Master: May use a Naginata as a one-handed weapon, two-handed weapon, or as a yari. Must declare use prior to combat each round. May *Parry* with any weapon, even improvised.

SAMURAI

Samurai Honor: Samurai automatically pass courage tests if within 12" of their Daimyo or within 6" of their Hatamoto if the Daimyo and/or Hatamoto has already passed their Rout test. A Hatamoto only benefits from *Samurai Honor* if their Daimyo is within 12".

NINJA

Wary: A model with *Wary* may never be Trapped unless on the ground.

Stalk Unseen: A figure with *Stalk Unseen*, if partially concealed from view, cannot be targeted or seen at all at distances greater than 6".

YAKUZA

Mob Rules: Add +1 to Courage value for every 3 allies within 4"

Bodyguard: A Ronin Yojimbo never needs to test Courage as long as an Oyabun or Kumichou are alive on the table.

EQUIPMENT LIST

Ashigaru Loader:

A Daimyo, Hatamoto or Samurai with an Ashigaru Loader may fire a Teppo every round that he and his loader do not move and remain in base contact. If the Loader fires the Teppo he is carrying then the Daimyo, Hatamoto or Samurai loses the benefit for that round.

Banner:

Friendly models within 6" of the Banner may re-roll one of the dice rolled to determine who wins the fight.

Horse:

allows mounted combat

Heavy Samurai Armor:

add +2 to Def

Light Armor:

add +1 to Def

Tekken:

Climbing tools - allow re-roll of all Climb tests

Shinobi-gama:

Can use as Climbing tool, allows a re-roll on all Climb tests

WARRIORS

PEASANTS

2 koku to recruit

Shoot	Fight	Str	Def	Att	Wnd	Courage
-	2	3	3	1	1	2

Special Rules: Peasants may be part of any force

Equipment: Improvised Weapon



WEAPON LIST

NAME	RANGE	TYPE	STR	SPECIAL
Katana	CC	Hand Weapon	User	See List
Yari	CC*	Spear	User	1 may Support
Nage-Yari	CC*	Pike	User	2 may Support
Yumi	24"	Short Bow	2	move ½ & shoot
Teppo	18"	Matchlock	4	no move and shoot, Slow Reload
Dai-Kyu	24"	Long Bow	3	move ½ & shoot
Naginata	CC	Hand Weapon Or as 2 Handed Weapon	User User	- 1 to Attack die, + 1 to Damage die
No-Dachi	CC	2 Handed Sword	User	- 1 to Attack die, + 1 to Damage die
Tetsubo	CC	2 Handed Warhammer	User	- 1 to Attack die, + 1 to Damage die
Bo Staff	CC	Hand Weapon Or as 2 Handed Weapon	User User	- 1 to Attack die, + 1 to Damage die
Blowgun	12"	Poison Dart	2	Damage roll of 1 must be re-rolled
Shuriken	6"	Thrown Weapon	3	Move full and shoot
Shinobi-gama	1"	Thrown Weapon Or as Hand Weapon	3 User	May be used to Immobilize Weapon, - test Str v Def to cancel Attacks

IKKO-IKKI WAR BAND

HEROES

HANSHOU

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	6	4	5	3	3	6	3	2

Special Rules: *Leader, Haters of the Bushi* **Equipment:** Hand Weapon

0-1 LEADER

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	5	4	4	2	2	5	2	1

Special Rules: *Haters of the Bushi, Commander* **Equipment:** Hand Weapon

0-2 REBEL CAPTAINS

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
4+	4	3	4	1	1	5	1	0

Special Rules: *Haters of the Bushi* **Equipment:** Hand Weapon

WARRIORS

0-8 FAITHFUL

Shoot	Fight	Str	Def	Att	Wnd	Courage
4+	5	3	3	1	1	4

Special Rules: *Haters of the Bushi* **Equipment:** Hand Weapon

FOLLOWERS

Shoot	Fight	Str	Def	Att	Wnd	Courage
5+	3	3	3	1	1	3

Special Rules: *Haters of the Bushi* **Equipment:** Improvised Weapon

SOHEI TEMPLE WAR BAND

HEROES

TEMPLE MASTER

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	8	4	6	3	3	6	2	4

Special Rules: *Leader, Weapon Master* **Equipment:** Katana

0-1 SENSEI

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	7	4	5	2	2	5	1	3

Special Rules: *Weapon Master, Commander* **Equipment:** Katana

0-2 MONK CAPTAINS

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
4+	6	3	5	2	1	5	0	1

Special Rules: *Weapon Master* **Equipment:** Katana

WARRIORS

0-7 MONKS

Shoot	Fight	Str	Def	Att	Wnd	Courage
4+	5	3	4	1	1	4

Special Rules: *Weapon Master* **Equipment:** Katana

INITIATES

Shoot	Fight	Str	Def	Att	Wnd	Courage
5+	3	3	3	1	1	3

Equipment: Hand Weapon

HEROES EQUIPMENT

Heavy Samurai Armor	10 koku
<i>(Hanshou and Leader Only)</i>	
Light Armor	5 koku
Teppo	10 koku
Naginata	5 koku
No-Dachi	5 koku
Tetsubo	5 koku
Yumi	5 koku
Yari	4 koku

WARRIORS EQUIPMENT

Light Armor	1 koku
Yari	1 koku
Yumi	1 koku
Teppo	2 koku
Naginata	1 koku
Two-Handed Weapon	1 koku

HEROES EQUIPMENT

Heavy Samurai Armor	10 koku
<i>(Temple Master and Sensei only)</i>	
Light Armor	5 koku
Teppo	10 koku
Dai-Kyu	7 koku
Naginata	5 koku
No-Dachi	5 koku
Yari	4 koku
Horse	10 koku

WARRIORS EQUIPMENT

Light Armor	1 koku
Bo Staff	1 koku
Yari	1 koku
Yumi	1 koku
Teppo	2 koku
Naginata	1 koku
Two-Handed Weapon	1 koku
Banner	25 koku

SAMURAI WAR BAND

HEROES

DAIMYO

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	7	4	6	3	3	6	3	2

Special Rules: *Leader, Kendo* **Equipment:** Katana, Wakisashi

0-1 HATAMOTO

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	6	4	5	2	2	5	2	1

Special Rules: *Samurai Honor, Kendo, Commander* **Equipment:** Katana, Wakisashi

0-2 SAMURAI CAPTAIN

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	5	3	4	2	1	5	1	0

Special Rules: *Samurai Honor, Kendo* **Equipment:** Katana, Wakisashi

WARRIORS

0-5 SAMURAI

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	5	3	4	1	1	4		

Special Rules: *Samurai Honor, Kendo* **Equipment:** Katana, Wakisashi

0-8 CHUYEN

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
4+	4	3	3	1	1	3		

Equipment: Katana

ASHIGARU

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
5+	3	3	3	1	1	3		

Equipment: Katana

NINJA WAR BAND

HEROES

SHONIN

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	6	4	5	3	3	6	2	2

Special Rules: *Leader, Wary, Stalk Unseen* **Equipment:** Ninjato

0-1 CHUNIN

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
3+	5	4	4	2	2	5	1	1

Special Rules: *Commander, Wary, Stalk Unseen* **Equipment:** Ninjato

0-1 NINJA CAPTAIN

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
4+	5	3	4	2	2	4	0	1

Special Rules: *Wary, Stalk Unseen* **Equipment:** Katana, Ninjato

WARRIORS

0-8 GENIN

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
4+	4	3	4	1	1	4		

Special Rules: *Stalk Unseen, Wary* **Equipment:** Ninjato

APPRENTICE

Shoot	Fight	Str	Def	Att	Wnd	Courage	Might	Fortune
5+	3	3	3	1	1	3		

Equipment: Ninjato

HEROES EQUIPMENT

Heavy Samurai Armor	10 koku
Light Armor	5 koku
Teppo	10 koku
Naginata	5 koku
No-Dachi	5 koku
Tetsubo	5 koku
Yumi	5 koku
Yari	4 koku
Dai-Kyu	7 koku
Horse	10 koku
Ashigaru Loader	15 koku

WARRIORS EQUIPMENT

Heavy Samurai Armor	2 koku
(<i>Samurai only</i>)	
Light Armor	1 koku
Yari	1 koku
Nage-Yari	2 koku
Yumi	1 koku
Teppo	2 koku
Dai-Kyu (<i>Samurai only</i>)	2 koku
Naginata (<i>Samurai only</i>)	1 koku
No-Dachi (<i>Samurai only</i>)	1 koku
Horse (<i>Samurai only</i>)	10 koku
Ashigaru Loader	9 koku
(<i>Samurai only</i>)	
Banner	25 koku

HEROES EQUIPMENT

Light Armor	5 koku
Yumi	7 koku
Bo Staff	5 koku
Blowgun	5 koku
Shuriken	5 koku
Tekken	5 koku
Shinobi-gama	7 koku

WARRIORS EQUIPMENT

Light Armor	1 koku
Yumi	1 koku
Bo Staff	1 koku
Blowgun	1 koku
Shuriken	1 koku
Tekken	1 koku
Shinobi-gama	2 koku
Banner	25 koku

YAKUZA/STREET GANG WAR BAND

HEROES

OYABUN (Father)

Shoot	Fight	Str	Def	Att	Wnd	Courage
4+	4	4	4	2	3	5

50 koku to recruit

Might	Fortune
2	3

Special Rules: *Leader, Mob Rules* **Equipment:** Hand Weapon

0-1 KUMICHO (Boss)

Shoot	Fight	Str	Def	Att	Wnd	Courage
4+	4	3	4	1	1	4

20 koku to recruit

Might	Fortune
1	0

Special Rules: *Mob Rules, Commander* **Equipment:** Hand Weapon

0-1 RONIN YOJIMBO

Shoot	Fight	Str	Def	Att	Wnd	Courage
3+	5	4	5	2	2	5

30 koku to recruit

Might	Fortune
2	1

Special Rules: *Kendo, Bodyguard* **Equipment:** Katana, Wakisashi

0-2 BRUTES

Shoot	Fight	Str	Def	Att	Wnd	Courage
5+	3	4	4	1	2	3

19 koku to recruit

Might	Fortune
2	0

Special Rules: *Mob Rules* **Equipment:** Hand Weapon

WARRIORS

0-2 RONIN

Shoot	Fight	Str	Def	Att	Wnd	Courage
3+	4	3	4	1	1	4

8 koku to recruit

Special Rules: *Kendo* **Equipment:** Katana, Wakisashi

0-12 SHATEI

Shoot	Fight	Str	Def	Att	Wnd	Courage
5+	3	3	3	1	1	2

4 koku to recruit

Special Rules: *Mob Rules* **Equipment:** Hand Weapon

KOBUN

Shoot	Fight	Str	Def	Att	Wnd	Courage
6+	2	3	3	1	1	1

3 koku to recruit

Special Rules: *Mob Rules* **Equipment:** Improvised Weapon

HEROES EQUIPMENT

Light Armor	5 koku
Teppo	10 koku
Dai-Kyu (<i>Ronin only</i>)	7 koku
Naginata (<i>Ronin only</i>)	5 koku
No-Dachi (<i>Ronin only</i>)	5 koku
Maul/Tetsubo	5 koku
Yari	4 koku
Yumi	5 koku

WARRIORS EQUIPMENT

Light Armor	1 koku
(<i>Ronin and Shatei only</i>)	
Yari	1 koku
Yumi	1 koku
Teppo	2 koku
Dai-kyu (<i>Ronin only</i>)	2 koku
Naginata (<i>Ronin only</i>)	1 koku



Above: These samurai in "street clothes" work perfectly as Ronin in a Street Gang.