

NIPPON KAMIKAZE JUNK SHIP OF THE LINE		CREW 2 COOLIES
4		MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Cannot move. Any further hits do not cause critical damage.
5	HULL Save 4, 5 or 6	GUNPOWDER Save 5 or 6 First hit causes automatic critical.
6		
SINKS	BELOW WATERLINE Save 4, 5 or 6 First hit sinks ship.	
SAIL 4"(6")		BATTLE HONOURS: 1*

KAMIKAZE JUNKS

The sight of a row of Nipponese Kamikaze Junks moving towards his fleet is enough to cause even the most jaded of admirals a moment of grave concern. Crewed by only the most fanatically loyal of the Jade Emperor's subjects and consisting of a small, single-masted raft loaded with as much gunpowder as possible, the mission of a Kamikaze Junk is elegantly simple. The crew sail across the distance between themselves and the enemy as quickly as possible. When they sense the moment of truth is at hand, the gunpowder piled high in a bin upon the Junk is ignited. The blast is structured to move rapidly down a metal channel which funnels its power backward, thrusting the Junk forward at breakneck speed. Finally, the primary cache ignites in a roaring explosion, hopefully putting any nearby enemy vessels beneath the waves. This bizarre form of attack has the unfortunate side effect of destroying the Junk and its crew, but this is a small price to pay to further the expansion of the Jade Empire of Nippon.

To attack using a Kamikaze Junk, you'll need the Artillery Die from the Plague Fleet expansion. 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 (also from Plague Fleet) 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.

Battle Honours are not gained by the enemy for a Kamikaze Junk unless the Junk is sunk or captured (a Junk which successfully attacks and is removed from the table yields no Battle Honors).

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 noticeable 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 3 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.