

NIPPON CREW TYPES:

The various types of crew available to the Ronin commanding the Nippon fleet are described below. Remember that if a ship's template contains a mix of different types of crew counters, you must stack them in the order in which they will fight during a boarding action.

Samurai Warriors

Samurai warriors are the elite fighting troops of the Nippon fleet. Their combat skills are second to none, making them formidable foes in boarding actions.

If a samurai warrior is leading a boarding action, you may add +1 to the die roll for each samurai warrior crew counter on the ship (in addition to the normal modifier for number of crew counters on the ship template). Thus, if your ship is crewed by 3 samurai, you would be +3 (for the 3 crew counters) and an additional +3 (because all 3 are samurai).

Samurai are bound by a strict code of personal honor. If you lose a boarding action in which samurai are involved, the surviving samurai may become overwhelmed by the loss of personal honor. If the difference between the dice rolls for the boarding action is greater than the number of samurai warrior crew counters on your ship template, the surviving samurai, bound by the code of death before dishonor, will commit honorable seppuku, impaling themselves on their own weapons in atonement for their failure in battle. Remove all samurai warriors from the ship template immediately.

Ninja (You just KNEW there'd be ninja!)

The ancient order of ninja sometimes send an agent to secretly join the crew of Nippon ships, posing as another type of crew until the moment arrives to strike at the heart of the enemy.

You may purchase one ninja crew counter per 500 points in your fleet.

Ninja counters are not placed on a particular ship's template, like normal crew. Instead, place any ninja counters you purchase beside your fleet's templates. You may elect to activate a ninja at the beginning of the first round of any boarding action. When the boarding action is declared, but before anything else occurs, announce the presence of your ninja and discard the top crew counter from your ship's template.

You may now decide on the action your ninja takes. There are two choices:

Your ninja may attack one enemy crew counter prior to the boarding action proper beginning. Pick a counter and roll a die. On a 4, 5 or 6 the ninja has successfully attacked and killed the enemy counter. Remove the target from play. Even if the sneak attack fails, the ninja

then quietly skulks back into the shadows. Remove the ninja counter from play completely and then proceed with the boarding action as normal.

Your ninja may instead elect to infiltrate the enemy ranks, suddenly bursting forth to flip, leap and weave through them in an attempt to distract and confuse. When using a ninja in this manner, do the following; before the boarding action proper begins, take all of the crew counters on the enemy ship template and turn them face down (including the admiral and/or wizard if present). Mix the counters around and restack them, still face down, back on the template. This randomizes the order of the enemy's attack, simulating the confusion caused by the ninja in their midst. Turn the counters face up again (the top counter is now leading the boarding action, and is the one to die should the enemy lose the round). Satisfied with his disruption of the enemy's actions, the ninja slips away into the shadows to strike again, elsewhere. Return the ninja counter to its place beside your templates and proceed with the boarding action as normal. The ninja may be reused in another boarding action, later.

Cost: 75 points each, max. of 1 ninja per 500 points.

Kamikaze Coolies

Kamikaze coolies are the most dangerous and unpredictable element of the Nippon force. Mentally unbalanced, but unswerving in their devotion to the Jade Emperor, they are willing and eager to sacrifice their material bodies for the glory of Nippon. This can be very devastating to the enemy, but also very dangerous to nearby friendly crew.

Unless leading the boarding action, a coolie is treated as normal crew, per the Man O' War rulebook. If you use a coolie to LEAD a boarding action, he will show his devotion by wrapping a large quantity of dynamite around his torso, then running headlong into the enemy ranks with a shout of "Banzai!" before detonating the dynamite and himself in a spectacular display of fanaticism.

Instead of resolving the boarding action normally, each ship involved in the boarding action immediately loses D6-2 crew as the coolie explodes. If there are any survivors, the boarding action then proceeds as normal. If a ship has no surviving crew, it is considered abandoned and may be scuttled by any surviving enemy crew counter at the end of the turn as normal. The coolie counter is removed from play before rolling for crew loss.

Cost: Coolies are standard crew on Kamikaze Junks. If you wish, you may purchase one additional coolie per 500 points of your fleet at a cost of 50 points each. When purchasing a coolie in this manner, it replaces one of the normally assigned crew counters on the ship's template. For example, placing a purchased coolie on a Samurai Sampan would require you to remove one samurai crew token.