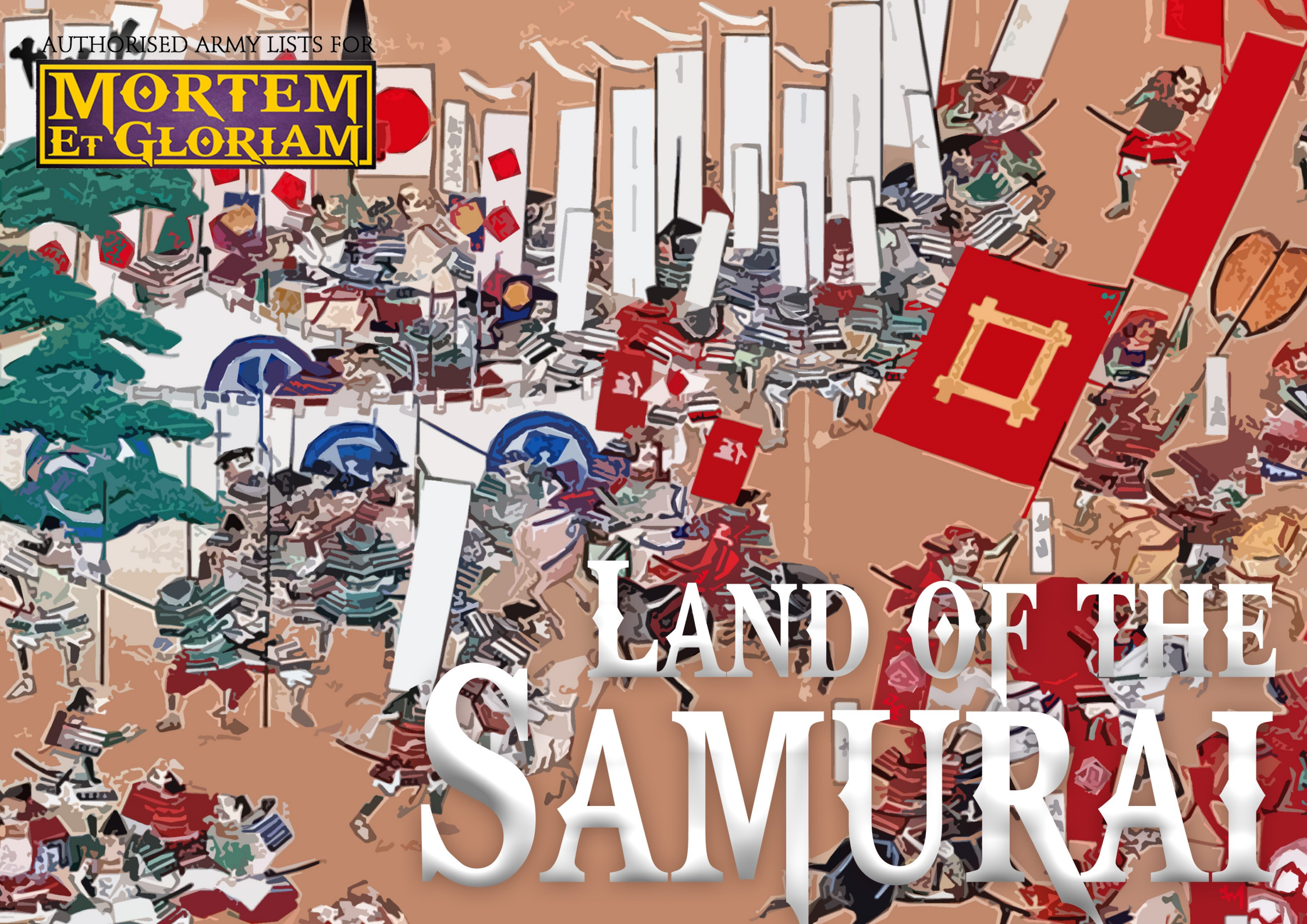
AUTHORISED ARMY LISTS FOR

MORTEM ET GLORIAM



LAND OF THE SAMURAI

Mortem Et Gloriam Army Lists

Land of the Samurai

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Contents

The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

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Creating an army with the Mortem et Gloriam Army Lists

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where **allies** are allowed, they must conform to the following rules:

1. An ally must be a minimum of 2 and a maximum of 4 UGs.
2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in their own army's list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an **internal ally** is allowed, and no contingent is specified they must conform to the following rules:

1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry and characteristics. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at www.mortem-et-gloriam.co.uk. Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

Friendly and Scenario Games

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

Historical Introduction

The prehistoric or Jōmon period of Japan spans from at least 12000 BCE. At some point between 1000 and 800 BCE agriculture started to take over from hunting and foraging. Bronze, and later Iron, weapons and tools were imported from China and Korea. These new ideas came with migrants from the mainland. This change was accompanied by an increase in both the stratification of society, tribal warfare and moated fortifications.

Gradually Japan was unified into a single kingdom. The centre of the unified state was Yamato in the Kinai region of central Japan. The rulers of the Yamato state were a hereditary line of Emperors who still reign as the world's longest dynasty. The rulers of the Yamato extended their power across Japan through military conquest, but their preferred method of expansion was to convince local leaders to accept their authority in exchange for positions of influence in the government. Many of the powerful local clans who joined the Yamato state became known as the uji. These leaders sought and received formal diplomatic recognition from China, and Chinese accounts record five successive such leaders as the Five kings of Wa.

Buddhism was introduced to Japan in 538 CE and has co-existing with Japan's native Shinto religion. The official name for Japan, Nihon, also originated at this time. The Yamoto era is often subdivided into three periods, the Kofun period (c. 250 to 538), the Asuka period (538 to 710) and the Nara period (710 to 794). In 645 the Sogo clan was overthrown by the Fujiwara clan. Their government devised and implemented the far-reaching Taika Reforms. The reforms nationalized all land in Japan, to be distributed equally among cultivators, and ordered the compilation of a household registry as the basis for a new system of taxation. Subsequently, the Jinshin War of 672, a bloody conflict between two rivals to the throne, became a major catalyst for further administrative reforms. These reforms culminated with the promulgation of the Taihō Code, which consolidated existing statutes and established the structure of the central government and its subordinate local governments. These legal reforms created the ritsuryō state, a system of Chinese-style centralized government that remained in place for half a millennium.

In 794 the capital was moved to Heian-kyō (modern Kyoto), which remained the capital until 1868. During the early Heian period, the imperial court successfully consolidated its control over the Emishi people of northern Honshu. Throughout the Heian period, the power of the imperial court declined. The nationalization of land undertaken as part of the ritsuryō state decayed as various noble families and religious orders succeeded in securing tax-exempt status for their private shōen manors. By the eleventh century, more land in Japan was controlled by shōen owners than by the central government. In response, the owners of the shōen set up their own armies of samurai warriors. Two powerful noble families, the Taira and Minamoto clans, acquired large armies. The central government began to employ these two warrior clans to help suppress rebellions and piracy. A new class of slaves composed of poor farmers, debtors, and criminals sold into bondage grew during this period.

By 1051, members of the Abe clan, based in northern Japan, were openly defying the central authority. The court recruited the Minamoto clan whom they defeated in the Former Nine Years War. In the Later Three-Year War, Fujiwara no Kiyohira rebelled and the Northern Fujiwara controlled northern Honshu for the next century.

In 1156, a dispute over succession resulted in the Taira clan led by Taira no Kiyomori defeating the Minamoto clan. The struggle between both clans led to the Heiji Rebellion in 1160. In 1180, Taira no Kiyomori was challenged leading to the four-year Genpei War between the clans. The victory of the Minamoto clan was sealed in 1185 at the naval battle of Dan-no-ura who then became de facto rulers of Japan. This introduced the Kamakura period.

The Kamakura period introduced military rule or shogunate, government headed by a shogun. This remained largely the situation until 1868. The regime which was established was decentralized and feudalistic in structure. Vassals could maintain their own armies and to administer law and order in their provinces on their own terms. In 1221 there was a rebellion, known as the Jōkyū War, to restore political power to the court but it failed. The shogunate further consolidated its political power.

The samurai armies of the whole nation were mobilized in 1274 and 1281 to confront two full-scale invasions launched by Kublai Khan of the Mongol Empire. The Japanese fought the Mongols to a standstill in Kyushu on both occasions until the Mongol fleet was destroyed by typhoons called kamikaze, meaning "divine wind".

In 1333 the Kamakura shogunate was overthrown. When Emperor Go-Daigo refused to support Takauji, the general captured Kyoto and installed a rival member of the imperial family. Go-Daigo responded by fleeing to the southern city of Yoshino, where he set up a rival government. This ushered in a period of conflict between the Northern Court and the Southern Court until 1392. Meanwhile the feudal lords, called daimyōs, had increased their power.

During the 15th century the country descended into another, more violent period of civil war. This started in 1467 when the Ōnin War broke out over who would succeed the ruling shogun. By the time the succession was settled in 1477, the shogun had lost all power over the daimyo.

Maximus Army Lists

Calculating points

Army points are calculated as follows:

Generals - Maximus

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1600	1400	n/a	n/a	800	700
Talented	1100	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	250	0	400	250	100	50

Camps

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.
No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

Notes

1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

Yayoi Japanese

500 BCE to 250 CE

Historical Notes

This list covers Japanese armies of the Yayoi era. There was no central control during this era and Chinese sources report over 100 "Wa" states.

Troop Notes

Weapons included dagger-axes, swords, spears, bows and slings. Shields were mostly light and of moderate size, but large shields have been found. Spears were up to 10 foot in length.

Historical Enemies

4601 Yayoi Japanese.

Battles and Campaigns

Civil War of Wa	? – 180 CE

4601

Yayoi Japanese

Army Commander	1	Any Instinctive	Dates	500 BCE to 250 CE
Sub-Generals	0-1	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	1-3	Any Instinctive	Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Retainers	INFANTRY	Superior	-	-	Melee Expert	93	-	0	6
	Tribal Loose	Protected	-					18	
Note: A command cannot include more than one TuG of retainers.									
Dagger-axe and swordsmen	INFANTRY	Average	-	-	Melee Expert	66	-	12	6,8,9
	Tribal Loose	Protected	-					90	
Replace dagger-axe and swordsmen with spearmen	INFANTRY	Average	-	Short Spear	-	57	-		6,8,9
	Tribal Loose	Protected	-					Any	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	24	6,8
	Tribal Loose	Unprotected	Bow					128	
Upgrade archers with large shields	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	6,8
	Tribal Loose	Protected	Bow					18	
Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					72	
Replace skirmishing archers with slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-		6,9
	Skirmisher	Unprotected	Sling					Any	

Changes from last version

None.

Yamato Era Japanese

251 to 672 CE

Historical Notes

This list covers the Japanese armies when the tactics and form changes from a Chinese/Korean style of infantry army to the horse and bow style of the later samurai. It encompasses both the Kofun period (c. 250–538) and the Asuka period (538–710) named after the areas in which the imperial capital was located at the time. The armies were generally involved in campaigns trying to subjugate the northern Emishi or in Baejke Korea - initially invading it in 366 and then fighting with it against threats from the Tang and Silla Korean in 663. The nation had a large navy and sent some 400 ships in support of the Koreans, but these were heavily defeated by the Tang at the Battle at Paekchogong. The armies of this time revolved around individual clans, and it was the Yamato clan which rose to a position of leadership. There was no permanent national army, nor was there even a permanent capital.

Troop Notes

The imperial armies of this time were infantry based and built around archers often with protection from large shields and spearmen. In internal squabbles there are examples of Emishi troops allied with Yamato troops fighting for either side.

Historical Enemies

Baekje Korean 4305; Goguryeo Korean 4311; Silla Korean 4314; Tang China – Northern 4406; Yamato Era Japanese 4602.

Battles and Campaigns

Wa Japanese invasion of Silla (repulsed)	364 CE
Wa Japanese beseige capital of Silla	393
Battle of Doksan (Silla defeat Wa Japanese)	394
Wa Japanese destroy Silla army	395
Goguryeo defeats alliance of Baekje, Gaya and Wa (relieving a siege of Silla capital)	400
Goguryeo defeats attack from Wa	404
Kibi Clan Rebellion	from 463
Iwai Rebellion (Yamato victory over Kyushu rebels)	527 – 528
Battle of Shigisan (Buddhist Soga clan defeats Shinto Mononobe clan)	587
Mishihase War (Yamato and Emishi defeat Mishihase)	658 – 660
Battle of Baekgang (Tang and Silla defeat Baekje rebels and allied Yamato Wa)	663
Jinshin War	672

4602

Yamato Era Japanese

Army Commander	1	Any Instinctive	Dates	251 CE to 672 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Cavalry (from 400 CE)	CAVALRY Formed Loose	Average Protected	Experienced Bow	-	-	115	-	0 6	4,6
Uji cavalry (from 500 CE)	CAVALRY Formed Loose	Average Protected	Experienced Bow	-	-	115	-	4 6	4,6
Yugei guard (from 500 CE)	INFANTRY Formed Loose	Superior Protected	Experienced Bow	-	Pavise	116	-	0 8	6,8
Note: Yugeu guard, if taken, must be in the army commander's command.									
Uji spearmen	INFANTRY Tribal Loose	Average Protected	- -	Long Spear	-	71	Shield Cover (5), Combat Shy (-22)	8 36	6,8
Uji archers	INFANTRY Tribal Loose	Average Protected	Experienced Bow	-	Pavise	77	Combat Shy (-22)	16 72	6,8
Be levy spearmen	INFANTRY Tribal Loose	Poor Unprotected	- -	Long Spear	-	28	Shield Cover (2), Combat Shy (-9)	0 16	6,8
Be levy archers	INFANTRY Tribal Loose	Poor Unprotected	Experienced Bow	-	-	35	Pavise (5), Combat Shy (-9)	0 24	6,8
Pacified Emishi (from 400 CE)	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 6	6

Yamato Era Japanese

Heishi militia from 646 CE

Heishi militia infantry	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	Pavise	62	Combat Shy (-14)	0 18	6,8
Upgrade heishi militia with better armour	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	Pavise	87	Combat Shy (-22)	 Any	6,8
Heihi militia with bolt shooter	INFANTRY Formed Loose	Average Unprotected	Experienced Bolt Shooters	-	-	99	-		*see note

Note: SPECIAL RULE: A single o-yumi bolt shooter (light artillery) may be added to a Heishi infantry TuG to create a TuG of 7 or 9. TuGs with o-yumi may not double move. The artillery may shoot from a 3rd rank. Archers or bolt shooter can shoot from the file but not both. This must be explained to your opponent when they are deployed.

Allies	List
Imna or Mimana allies - Gaya Confederacy (366 CE to 562 CE)	4304
Baekje remnant allies - Baekje Korean (661 CE to 663 CE) - Baekje allies cannot include guard cavalry or more than one unit of noble cavalry.	4305

Changes from last version

None.

Heishi Militia Japanese

673 to 794 CE

Historical Notes

This list starts with the major reforms expanding the Heishi militia (hence the name of this list) and ends in 794 CE with the move of the capital to Heian.

Troop Notes

From 645 CE several major reforms were introduced to create a large centrally controlled conscript army inspired by the contemporary Tang fubing system.
Despite starting in 645 CE, the Heishi militia reform was not completed until the last quarter of the 7th century, and some troops appear to have been still raised through the older system after this time. The heishi militia performed regular tours of duty and were drilled during them; armour could be issued from central sources. Heishi infantry formations fought from behind large standing shields with a spearmen followed by 4 archers. Oyumi artillery were an essential part of the heishi system with 1, or maybe 2 oyumi per 50 men. Guards were mainly drawn from the heishi conscripts, some of whom did tours of duty at the capital (which could end up being many years). This appears to have been inspired by the Tang system. Unlike the provincial regiments some conscripts sent to the capital as guards were trained as cavalry (in the provinces only those already able to ride were cavalry, the rest infantry); these would supplement the noble element of the guard from the capital.
From about the middle of the 8th century, the militia system went into decline with the infantry becoming less and less efficient. The cavalry maintained its quality, however, as it was the preserve of the better off and in the following era's would dominate Japanese battlefields.

Historical Enemies

Heishi Militia Japanese 4603; Emishi 4604.

Battles and Campaigns

Jinshin War	672 CE
Hayato rebellion (Yamato victory over Hayato rebels)	720 – 721
Fujiwara no Hirotsugu rebellion	740
Fujiwara no Nakamaro rebellion (suppressed)	764
Thirty-Eight Years' War (Emishi revolt)	774 – 811
Japanese attack the Shiwa Emishi but are defeated	776
Emishi attack Sendai plain	780
Battle of Koromo River or Battle of Sufuse (Emishi under Aterui defeat Japanese led by Ki no Kosami)	789

4603

Heishi Militia Japanese

Army Commander	1	Any Instinctive	Dates	673 to 794 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-3	Any Instinctive	Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Heishi militia cavalry	CAVALRY Formed Loose	Average Protected	Experienced Bow	-	-	115	-	4 18	4,6
Upgrade militia cavalry as guards	CAVALRY Drilled Loose	Superior Protected	Experienced Bow	-	-	161	-	0 6	4,6
Note: The number of guard cavalry cannot exceed the number of militia cavalry.									
Guard infantry	INFANTRY Drilled Loose	Average Protected	Experienced Bow	-	Pavise	92	-	0 8	6,8
Guard oyomi	INFANTRY Drilled Loose	Average Unprotected	Experienced Bolt Shooters	-	-	103	-		*see note
Note: SPECIAL RULE: A single o-yumi bolt shooter (light artillery) may be added to a Guard infantry TuG to create a TuG of 7 or 9. TuGs with o-yumi may not double move. The artillery may shoot from a 3rd rank. Archers or bolt shooter can shoot from the file but not both.This must be explained to your opponent when they are deployed.									
Heishi militia infantry	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	Pavise	62	Combat Shy (-14)	18 96	6,8
Upgrade heishi militia with issued armour	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	Pavise	87	Combat Shy (-22)	 Any	6,8
Note: From 750 CE at least half Heishi militia Ugs must be Combat Shy or downgraded to Poor (or both).									
Heihi militia with bolt shooter	INFANTRY Formed Loose	Average Unprotected	Experienced Bolt Shooters	-	-	99	-		*see note
Note: SPECIAL RULE: A single o-yumi bolt shooter (light artillery) may be added to a Heishi infantry TuG to create a TuG of 7 or 9. TuGs with o-yumi may not double move. The artillery may shoot from a 3rd rank. Archers or bolt shooter can shoot from the file but not both. This must be explained to your opponent when they are deployed.									

Heishi Militia Japanese

Unreformed uji spearmen (until 699 CE)	INFANTRY	Average	-	Long Spear	-	71	Shield Cover (5), Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	-					12	
Unreformed uji archers (until 699 CE)	INFANTRY	Average	Experienced	-	Pavise	77	Combat Shy (-22)	0	6,8
	Tribal Loose	Protected	Bow					24	
Pacified Emishi	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6
	Skirmisher	Unprotected	Bow					6	

Allies	List
Emishi allies (from 724 to 757 CE)	4604

Changes from last version

None.

Emishi

709 to 878 CE

Historical Notes

This list covers the Emishi of northern Honshu from the establishment of Fort Ideha until their absorption into the Japanese state. After their suppression by Sakanoue no Tamuramaro in 802 ending the 38 years' war, Emishi culture survived on Hokkaido. They were part of the political fabric of northern Japan rather than "barbarians" and their skilled use of horse and bow led to the development of the samurai after the Japanese army developed similar troops to defeat them. The Emsihi tended to operate in the Sendai plains and retreat to the internal mountainous areas as needed. They were involved in several battles with the Japanese. Their mobility proved difficult for much larger Japanese forces to contend with. In 789, the Japanese army under Ki no Kosami Seito shogun was heavily defeated by the Isawa Emishi under their general Aterui at the Battle of Koromo River (also known as the Battle of Sufuse). They also sent envoys to the Tang Chinese.

Troop Notes

The Emishi had adopted the horse and fought in a mobile and guerrilla style.

Historical Enemies

Heishi Militia Japanese 4603; Emishi 4604; Heian Japanese 4605.

Battles and Campaigns

Mishihase War (Yamato and Emishi defeat Mishihase)	658 – 660 CE
Thirty-Eight Years' War (Emishi revolt)	774 – 811
Japanese attack the Shiwa Emishi but are defeated	776
Emishi attack Sendai plain	780
Battle of Koromo River or Battle of Sufuse (Emishi under Aterui defeat Japanese led by Ki no Kosami)	789
Japanese with Emishi allies attack Isawa Emishi	794 – 802

4604

Emishi

Army Commander	1	Any Instinctive	Dates	709 CE to 878 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Plains, Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Notes

This army may use Feigned Flight.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Nobles	CAVALRY Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	180	-	0 12	4,6
Warriors	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	-	-	94	-	24 72	4,6
Upgrade warriors	CAVALRY Formed Flexible	Average Unprotected	Skilled Bow	-	-	129	-	 Up to 1/3	4,6
Skirmishers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	57	Cantabrian (16), Combat Shy (-4)	0 24	4,6
Infantry	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 12	6,9

Changes from last version

None.

Heian Japanese

794 to 1179 CE

Historical Notes

This list covers the Heian period which began in 794 CE after the movement of the capital to Heian-kyō (present-day Kyōto), by beginning of the era the Japanese sought to subdue the Emishi. This was effectively achieved by 802 and the Emishi rebellions thereafter were relatively minor. Families vied for power based on their military might with the Fujiwara clan the original main power. The other major clans were the Taira, Tachibana, and Minamoto. Fujiwara controlled the throne until 1073. The Taira rebelled as early as 939, when Taira no Masakado led an uprising in the eastern province of Hitachi. The Fujiwara were largely destroyed when they sided with the retired emperor in a violent battle in 1156 against the Taira and Minamoto (Hōgen Rebellion). This led to a period of Taira dominance until the Genpei War of 1180 to 1185 resulted in the first Minamoto Shogunate. Small contingents of Monks fought alongside the clans at various times. They are first recorded as small fighting forces around 970 but were never terribly effective as a fighting force.

Troop Notes

At the beginning of the era the Japanese began to train Kondei as mounted archers absorbing some of the fighting methods of the Emishi. These mounted warriors evolved through the Heian period as the military caste, gaining more and more power and gradually became the Samurai (ones who serve). The Samurai emerged in the Nine Years Wars from 1055 to 1063, and at this time fought mounted wherever possible.

Historical Enemies

Emishi 4604; Heian Japanese 4605; Sohei 4606.

Battles and Campaigns

Thirty-Eight Years' War (Emishi revolt)	774 – 811 CE
Japanese with Emishi allies attack Isawa Emishi	794 – 802
Jōhei-Tengyō Rebellion (defeated)	939 – 940
Toi invasion (Jurchen pirates raid Japan but are then defeated by Goryeo navy)	1019
Zenkunen War (Imperial court defeat the Abe clan)	1051 – 1062
Battle of Kawasaki (Abe victory over imperial forces)	1057
Siege of Kuriyagawa (imperial victory over Abe clan)	1062
Gosannen War (dispute between Kiyohara clan and forces of Minamoto no Yoshiie)	1083 – 1089
Hōgen rebellion (Emperor Go-Shirakawa defeats rival Emperor Sutoku)	1156
Heiji rebellion (Taira clan defeat Minamoto clan)	1160

4605

Heian Japanese

Army Commander	1	Any Instinctive	Dates	794 CE to 1179 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Samurai bushi	CAVALRY Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	180	-	8 24	4,6
Followers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Obstacles (20), Pavise (12)	16 54	6,8
Note: A UG of followers can choose either Pavise or Obstacles but not both together.									
Heishi militia infantry	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	Pavise	62	Combat Shy (-14)	0 16	6,8
Nimbei conscripts or banria peasants	INFANTRY Tribal Loose	Poor Unprotected	Experienced Bow	Short Spear	-	38	Barricades (40), Combat Shy (-9)	0 16	8,9,10
O-yumi bolt shooter (before 900 CE)	LT ARTILLERY Skirmisher	Average Unprotected	Experienced Bolt Shooters	-	-	76	Barricades (40), Combat Shy (-8)	0 4	2,3,4
Stampeding cattle	CAVALRY Tribal Close	Poor Protected	- -	-	Expendables, Devastating Chargers, Combat Shy	45	-	0 4	4

Allies	List
Emishi allies (before 900 CE)	4604
Sohei allies (from 1150 CE)	4606

Changes from last version

None.

Sohei

980 to 1550 CE

Historical Notes

This list covers the Sohei, warrior monks of Japan, the best known of which came from Mount Hiei. The earliest material involvement of these in military matters is around 980 CE. In 1180 a warrior monk army lost decisively to a samurai army at the Battle of Uji Bridge, where they proved vulnerable to the missile fire of the Samurai. In 1219 and 1256 they marched on Kyoto and were relatively easily suppressed. They fought at various times through to 1550. Later they are found allied to the Ikko-Ikki.

Troop Notes

The monks adopted the naginata as a weapon over the sword from the mid-12th century - primarily as it was a cheaper bladed weapon where the reach compensated somewhat for the skill of enemy swordsmen. The monks also acquired small numbers of firearms in the later period from 1545. Warrior monks would often carry their shrine into battle and fight furiously to defend it.

Historical Enemies

Heian Japanese 4605; Sohei 4606; Kamakura Samurai 4607; Muromachi Samurai 4608; Sengoku Japanese 4611; Nobunaga Japanese 4612.

Battles and Campaigns

Genpei War (Minamoto clan victory leading to the establishment of the Kamakura shogunate)	1180 – 1185 CE
Siege of Hōjūjidono (Minamoto clan capture Hōjūji Palace defended with the help of Sohei)	1184
Battle of Uji (Yoritomo faction defeats Yoshinaka faction of Minamoto clan and Sohei allies)	1184

4606

Sohei

MORTEM ET GLORIAM

Army Commander	1	Any Instinctive	Dates	980 CE to 1550 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted monks	CAVALRY Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	180	Dismountable (7)	0 12	4,6
Note: Mounted monks dismount as Formed Loose, Protected, Bow, Melee Expert of the same quality and shooting skill.									
Warrior monk shrine protectors	INFANTRY Tribal Loose	Superior Protected	Experienced Bow	-	Melee Expert, Fanatic	164	-	4 6	4,6
Note: The army commander should be represented by a shrine carried on a cart of some form and the army commander must stay with the shrine protectors at all times. SPECIAL RULE: The monk commander can only be killed if all shrine protectors are killed, in which case he is automatically killed. Any skull result on a KAB test is treated as a wound. This rule must be notified to your opponent when they are deployed.									
Ronin	INFANTRY Tribal Loose	Superior Protected	Experienced Bow	-	Melee Expert	108	-	0 12	4,6
Armoured warrior monks	INFANTRY Tribal Loose	Average Protected	Experienced Bow	-	-	65	Melee Expert (16)	0 16	6,8
Warrior monks	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers	24	Fleet of Foot (4)	12 60	6,8,9
Upgrade warrior monks with naginata (from 1050 CE)	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers, Melee Expert	30	Fleet of Foot (4)	 Any	6,8,9
Followers	INFANTRY Tribal Loose	Poor Unprotected	- -	-	-	20	-	12 60	6,8,9
Upgrade followers with naginata (from 1050 CE)	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Melee Expert	26	-	 Any	6,8,9
Monks with muskets (from 1545 CE)	INFANTRY Tribal Loose	Average Unprotected	Experienced Firearm	-	-	43	-	0 8	4,6

Sohei

Allies	List
Heian Japanese allies (only to 1179 CE)	4605
Taira clan allies - Kamakura Samurai (only from 1180 to 1185 CE)	4607
Muromachi Samurai allies (only from 1335 CE)	4608
Ikko Ikki (only from 1477 CE)	4610
Only one external ally may be taken.	

Changes from last version

Renamed.

Kamakura Samurai

1180 to 1334 CE

Historical Notes

This list covers the Samurai armies from the beginning of the Genpei war in 1180 CE, which is around the time of the naginata becoming a main fighting weapon (noted from 1185 CE), through the Mongol invasion, until the yari spear became a common weapon. It spans the Kamakura first shogunate and the following Nambokuco period. Through this era the style of fighting remained largely constant with tribal clans fighting together led by their individual daimyo (warlords). However, the skill levels with the bow climbed considerably with the evolution of many new schools (many of which are the ancestors of the existing Kyujutsu schools of Japan). Liberal use of the standard option to downgrade from skilled to experienced can be used to represent Samurai who have not yet benefited from such development.

Troop Notes

The naginata first emerges as a weapon used by monks in around 1050 CE. It is not a heavy weapon - indeed it was a cheaper alternative to the sword that was easier to use without the expertise needed for the swords. We therefore treat it Melee Expert rather than 2-H Cut-Crush. Bushi generally fought mounted where possible but now with foot followers supporting them directly, but they proved equally adept at fighting on foot should the need arise as seen in many of the battle in towns and on ships. Lightly equipped followers were adept at keeping up with the horsemen. Many battles of the era were in challenging terrain or around castles and fieldworks were commonly used in the narrow valleys where battles often occurred. Stampeding cattle on a flank march notably turned the Battle of Kurikara or Tonamiyami (Kurikara) in 1183.

Historical Enemies

Yuan Dynasty 4515; Sohei 4606; Kamakura Samurai 4607.

Kamakura Samurai

Battles and Campaigns	
Genpei War (Minamoto clan victory leading to the establishment of the Kamakura shogunate)	1180 – 1185 CE
Battle of Ishibashiyama (Taira clan victory over Minamoto clan)	1180
Battle of Fujigawa (Minamoto clan with aid from Takeda clan defeat Taira clan)	1180
Battle of Sunomata-gawa (Minamoto clan night attack against Taira clan fails)	1181
Battle of Kurikara Pass (Minamoto clan victory over Taira clan)	1183
Siege of Hōjūjidono (Minamoto clan capture Hōjūji Palace defended with the help of Sohei)	1184
Battle of Uji (Yoritomo faction defeats Yoshinaka faction of Minamoto clan and Sohei allies)	1184
Battle of Awazu (Yoritomo faction destroys the Yoshinaka faction killing Minamoto no Yoshinaka)	1184
Battle of Ichi-no-Tani (Minamoto clan victory over Taira clan)	1184
Battle of Kojima (Minamoto clan victory over Taira clan)	1184
Battle of Yashima (Minamoto clan victory over Taira clan)	1185
Battle of Dan-no-ura (Minamoto clan destroy Taira clan)	1185
Battle of Ōshū (Kamakura victory over Northern Fujiwara)	1189
Kennin rebellion (shogunate victory over Jo clan)	1201
Jōkyū War (shogunate forces defeat forces loyal to Go-Toba)	1221
Third Battle of Uji (Shogunate victory over clans loyal to Go-Toba)	1221
Battle of Bun'ei (Japanese victory over Yuan dynasty)	1274
Mongol invasions of Japan (Mongol defeat)	1274 and 1281
Battle of Kōan (Mongol defeated by Japanese)	1281
Genkō War (imperial victory over the Kamakura Shogunate)	1331 – 1333
Siege of Kasagi (Hojo clan defeat imperial forces)	1331
Siege of Akasaka (Hojo clan defeat imperial forces)	1331
Siege of Chihaya (imperial victory as Hojo clan siege fails)	1333
Battle of Bubaigawara (imperial forces defeat Shogunate army)	1333
Siege of Kamakura (imperial forces capture the city from the Hojo clan)	1333

4607

Kamakura Samurai

MORTEM ET GLORIAM

Army Commander	1	Any Instinctive	Dates	1180 CE to 1334 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Separate samurai bushi	CAVALRY Formed Loose	Superior Protected	Skilled Bow	-	Melee Expert	215	Dismountable (7)	0 8	4,6
Mixed TuG of 6 or 9, 1/3 samurai (mounted or on foot) and 2/3 followers; or TuG of 6, 1/2 samurai (mounted or on foot) and 1/2 followers									
Note: SPECIAL RULE: Mixed TuGs of cavalry and infantry can move in blocks with other mixed TuGs. Samurai in mixed TuGs can only shoot in one rank.									
Samurai	CAVALRY Formed Loose	Superior Protected	Skilled Bow	-	Melee Expert	215	Dismountable (7)	3 9	6,9
Note: Samurai bushi dismount as Formed Loose, Protected, Bow, Melee Expert of the same quality and shooting skill.									
Samurai on foot	INFANTRY Formed Loose	Superior Protected	Skilled Bow	-	Melee Expert	137	-	6 12	-
Followers with naginata	INFANTRY Formed Loose	Average Unprotected	- -	-	-	39	Fleet of Foot (6), Melee Expert (10)	18 42	-
Upgrade all followers in a TuG with do-maru armour	INFANTRY Formed Loose	Average Protected	- -	-	-	60	Melee Expert (16)	 Any	-
---									
Archers	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	-	54	Obstacles (20), Barricades (40)	0 16	6,8
Upgrade all archers in a TuG with do-maru armour	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Obstacles (20), Barricades (40)	 Any	6,8
Followers with naginata	INFANTRY Tribal Loose	Average Unprotected	- -	-	Melee Expert	43	Fleet of Foot (6), Obstacles (20), Barricades (40)	0 16	6,8,9
Upgrade followers with naginata	INFANTRY Tribal Loose	Average Protected	- -	-	Melee Expert	66	Obstacles (20)	 Any	6,8,9

Kamakura Samurai

Armed farmers	INFANTRY	Poor	-	-	-	20	Obstacles (20), Barricades (40)	0	8,9,10
	Tribal Loose	Unprotected	-					16	
Stampeding cattle	CAVALRY	Poor	-	-	Expendables, Devastating Chargers, Combat Shy	45	-	0	4
	Tribal Close	Protected	-					4	
For Taira clan (from 1180 to 1185 CE)									
Sohei	INFANTRY	Poor	-	-	Devastating Chargers	24	Fleet of Foot (4)	0	6,8,9
	Tribal Loose	Unprotected	-					18	

Allies	**List**
Sohei allies	4606

Changes from last version

None.

Muromachi Samurai

1335 to 1500 CE

Historical Notes

This list covers the Samurai armies from the emergence of the yari as a simpler mass weapon through to 1500 CE.

Troop Notes

Through this period the traditional Samurai focus on bow and sword was in decline, but the armies began to professionalise gaining better command and control. Many troops retained the Naginata as a main weapon but there was a greater emergence of professional retainers armed with Yari or armed with Bows and often using mobile shields as protection. This is also the period where the Sashimonos appeared making the army especially colourful to deploy.

Historical Enemies

Joseon Korean 4518; Sohei 4606; Muromachi Samurai 4608; Muromachi Peasant Uprising 4609; Ikko Ikki 4610.

Battles and Campaigns

Battle of Tatarahama (Ashikaga Shogunate captures Kyūshū from the imperial loyalists)	1336 CE
Battle of Minatogawa (Ashikaga victory over imperial loyalists)	1336
Siege of Kanegasaki (Ashikaga victory over the Nitta family)	1337
Battle of Ishizu (forces of Kō no Moronao defeat the army of Kitabatake Akiie)	1338
Battle of Shijōnawate (Nothern Court victory over the Southern Court)	1348
Battle of Chikugo River (Ashikaga victory)	1359
Second Tsushima Expedition (Korea imbutes opposes tributes on Tsushima Island)	1396
Ōei rebellion (Shogunate army defeats the army of Ōuchi Yoshihiro)	1399
Third Tsushima Expedition (Tsushima Daimyo surrenders to Joseon court)	1419
Shōchō uprising	1428 – 1429
Eikyō Rebellion (Ashikaga Mochiuji defeated)	1438 – 1439
Yūki War (Uesigi forces defeat rebel troops)	1440 – 1441
Kakitsu uprising	1441
Kyōtoku incident (Ashikaga clan contest control of Kantō region with Uesugi and Imagawa clans)	1454 – 1482
Ōnin War	1467 – 1477
Yamashiro rebellion (Yamashiro Ikki seize Yamashiro province)	1485
Ikko Ikki seize Kaga Province	1486

4608

Muromachi Samurai

Army Commander	1	Any Professional	Dates	1335 CE to 1500 CE
Sub-Generals	0-3	Any	Terrain	Coastal, Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Separate samurai bushi	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	-	Melee Expert	205	Dismountable (7)	0 4	4
Note: Samurai bushi dismount as Formed Loose, Protected, Powerbow, Melee Expert of the same quality and one level better shooting skill (Skilled if Experienced when mounted, Experienced if Unskilled when mounted).									
Mixed TuG, 1/3 samurai and 2/3 ashigaru									
Note: SPECIAL RULE: Mixed TuGs of cavalry and infantry can move in blocks with other mixed TuGs. Samurai in mixed TuGs can only shoot in one rank.									
Samurai	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	-	Melee Expert	205	Dismountable (7)	0 8	6,9
Note: Samurai bushi dismount as Formed Loose, Protected, Powerbow, Melee Expert of the same quality and one level better shooting skill (Skilled if Experienced when mounted, Experienced if Unskilled when mounted).									
Replace mounted samurai with foot	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	 Any	
Ashigaru with naginata	INFANTRY Formed Loose	Average Unprotected	- -	-	-	39	Fleet of Foot (6), Melee Expert (10)	0 16	-
Upgrade all followers in a TUG	INFANTRY Formed Loose	Average Protected	- -	-	-	60	Melee Expert (16)	 Any	-

4608

Muromachi Samurai

Mixed TuG, 1/3 samurai and 2/3 ashigaru									
Samurai with yari	INFANTRY Formed Flexible	Superior Protected	- -	Long Spear	-	128	-	6 16	6,9
Ashigaru with yari	INFANTRY Formed Flexible	Average Unprotected	- -	Long Spear	-	60	-	12 32	-
Upgrade all ashigaru with yari in a TuG	INFANTRY Formed Flexible	Average Protected	- -	Long Spear	-	91	-	 Any	-
-----									
Archers protected by pavises	INFANTRY Formed Loose	Average Unprotected	Experienced Bow	-	Pavise	62	Obstacles (20), Barricades (40)	0 12	6,8
Professional ashigaru	INFANTRY Drilled Loose	Average Unprotected	- -	Long Spear	-	56	Fleet of Foot (6), Obstacles (20), Barricades (40)	0 24	6,8
Upgrade professional ashigaru	INFANTRY Drilled Loose	Average Protected	- -	Long Spear	-	86	Obstacles (20), Barricades (40)	 Any	6,8

Allies	List
Sohei allies	4606

Changes from last version

None.

Muromachi Peasant Uprising
1428 to 1441 CE

Historical Notes

This list covers the peasant revolts during the Muromachi period. The first was the Shocho uprising in 1428 CE. The list also covers the Kakitsu peasant rebellion of 1441 as one of the larger peasant revolts. This one ultimately led to major debt cancellations for the peasantry and damaged the credibility of the shogun materially. It was led by ji-samurai along with Buddhist monk sympathisers. The rebellion came to a peaceful end and the forces dissipated, but the list allows for the possibility of a major engagement being needed to subdue it.

Troop Notes

Some of the troops were bolstered by Ji-Samurai and many rebels had access to some military equipment but the large part of the army was a protesting mob of angry peasants which the Ji-Samurai managed to keep reasonably under control after they seized control of forts and cities through force.

Historical Enemies

Muromachi Samurai 4608.

Battles and Campaigns

Shōchō uprising	1428 – 1429 CE
Kakitsu uprising	1441

4609

Muromachi Peasant Uprising

Army Commander	1	Any Instinctive	Dates	1428 CE to 1441 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals			Camp	Unfortified; Poor

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted ji-samurai	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	-	Melee Expert	205	Dismountable (7)	0 8	4,6
Note: Ji-samurai dismount as Formed Loose, Protected, Powerbow, Melee Expert of the same quality and shooting skill.									
Rebels with ji-samurai	INFANTRY Formed Loose	Average Protected	Unskilled Bow	-	Devastating Chargers, Melee Expert	92	-	0 24	6,8,9
Best equipped peasants	INFANTRY Tribal Loose	Poor Protected	- -	-	Devastating Chargers, Melee Expert	46	-	12 24	6,8,9
Angry peasant mob	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers	24	-	36 108	8,9,10
Warrior monk contingent (only in 1441 CE)									
Note: The army can have a warrior monk contingent under a sub-general or Sohei allies but not both. Any monk contingent must be under its own general. A monk sub-general contingent can include peasants. A monk commander should be represented by a shrine carried on a cart of some form and must stay with the shrine protectors at all times. SPECIAL RULE: The monk commander can only be killed if all shrine protectors are killed, in which case he is automatically killed. Any skull result on a KAB test is treated as a wound. This rule must be notified to your opponent when they are deployed.									
Warrior monk shrine protectors	INFANTRY Tribal Loose	Superior Protected	Experienced Bow	-	Melee Expert, Fanatic	164	-	4 6	4,6
Warrior monks	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Devastating Chargers, Melee Expert	30	Fleet of Foot (4)	6 12	6,8,9
Warrior monk followers	INFANTRY Tribal Loose	Poor Unprotected	- -	-	Melee Expert	26	-	8 16	6,8,9

Muromachi Peasant Uprising

Allies	List
Sohei allies	4606

Changes from last version

None.

Ikko Ikki

1477 to 1580 CE

Historical Notes

This list covers the peasant leagues that developed into the Ikko Ikki during the Sengoku-Jidai wars starting in 1477 CE. This was an era of civil war with dozens of feudal barons at war with each other. In this political atmosphere the Ikko Ikki flourished and grew into a sizeable, if of questionable quality, military force. They did at times ally with the Sohei of Mount Hiei. In 1534 they marched on Kyoto and burned over 20 temples. Oba Nobunaga had an almost fanatical determination to destroy the Ikko Ikki, even while occupied by his battles with the Asagawa and Takeda clans. He defeated them at the Battle of Nagashino in 1575 and drove them back to their capital. The final stage of the Ikko Ikki saga was the siege of Ishiyama Hongan-Ji started in 1575 and they finally surrendered to Oba Nobunaga in 1580.

Troop Notes

Ikko Ikki forces were made up of peasant farmers, monks, Shinto priests, and local samurai. Disciples were religious fundamentalists with a fanatical belief in their cause. Townsfolk and peasants often did not display the fanatical tendencies of other elements. A wide mix of weapons were used.

Historical Enemies

Muromachi Samurai 4608; Ikko Ikki 4610; Sengoku Japanese 4611; Nobunaga Japanese 4612; Takeda Japanese 4613.

Battles and Campaigns

Yamashiro rebellion (Yamashiro Ikki seize Yamashiro province)	1485 CE
Ikko Ikki seize Kaga Province	1486

4610

Ikko Ikki

Army Commander	1	Any Instinctive	Dates	1477 CE to 1580 CE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals			Camp	Unfortified or Flexible; Poor or Average

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Veterans with naginata	INFANTRY	Superior	-	-	Devastating Chargers, Melee Expert, Fanatic	163	-	4	4,6
	Tribal Loose	Protected	-					12	
Note: A command can only have one TuG of veterans.									
Religious fanatics with naginata	INFANTRY	Average	-	-	Devastating Chargers, Melee Expert	50	Fleet of Foot (6), Fanatic (26)	6	4,6
	Tribal Loose	Unprotected	-					24	
Note: A command can only have one TuG of religious fanatics.									
Followers with naginata	INFANTRY	Poor	-	-	Devastating Chargers, Melee Expert	30	Fleet of Foot (4)	18	6,8,9
	Tribal Loose	Unprotected	-					72	
Archers	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14), Fleet of Foot (6)	0	6,8
	Tribal Loose	Unprotected	Bow					16	
Peasants	INFANTRY	Poor	-	-	Devastating Chargers	24	Combat Shy (-9)	0	6,8,9
	Tribal Loose	Unprotected	-					36	
Teppo (from 1546 CE)	INFANTRY	Average	Experienced	-	-	43	-	0	4,6
	Tribal Loose	Unprotected	Firearm					18	

Allies	List
Sohei allies	4606

Changes from last version

Restriction on religious fanatics.