AUTHORISED ARMY LISTS FOR

MORTEM ET GLORIAM

JAPAN

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ARMY LISTS

JAPAN

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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

In 1543 a Chinese ship carrying three Portuguese traders was blown off course and landed on the Japanese island of Tanegashima. Soon European traders would introduce many new items to Japan, most importantly the musket. By 1556, the daimyōs were already using about 300,000 muskets in their armies.

During the second half of the 16th century Japan gradually reunified under two powerful warlords, Oda Nobunaga and Toyotomi Hideyoshi. Nobunaga was renowned for his strategic leadership and his ruthlessness. He equipped his armies with muskets and trained them with innovative tactics. His peasant servant Toyotomi Hideyoshi, became one of his best generals. The Takeda clan went a different direction and honoured their Emishi heritage as the first clan to use charging cavalry with lance. The two alternative forces clashed at the Battle of Nagashino where firepower defeated cavalry.

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.

Sengoku Japanese

1500 to 1585 CE

Historical Notes

This list covers the general armies of the Sengoku period. It excludes the armies of Oba Nobunaga and Takeda. During this period there were as many as 20 clans vying for the Shogunate as well as major rebellions by the Ikko-Ikki.
The Murakami Clan was a clan of mercenary pirates who made their living charging tolls on the inland sea and fought for anyone who was prepared to pay them. They were famed for their archery skills and made extensive use of grenade bombs with gunpowder within ceramic and paper coatings. The grenade was based on the tetsuhau Mongol design. Their forces were too small to be considered an entire army, so we treat them as a plausible ally for all clans in the later period.

Troop Notes

The armies became more organised. Ashigaru were often equipped with similar armour to the samurai. By now the bow was beginning to decline in use and firearms (teppo) were starting to be imported from Portugal.

Historical Enemies

Sohei Monks 4606; Ikko Ikki 4610; Sengoku Japanese 7201; Nobunaga Japanese 7202; Takeda Japanese 7203.

7201

Sengoku Japanese

Army Commander	1	Any Instinctive	Dates	1500 CE to 1563 CE
Sub-Generals	0-2	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	1-3	Any Instinctive (up to 1 Murakami clan ally)	Camp	Unfortified or Flexible; Poor or Average

Notes

The total number of bases of mounted samurai bushi (including any allies) cannot exceed 8.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted samurai bushi	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	Short Spear	Melee Expert	219	Dismountable (7)	0 8	4,6
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).									
Samurai on foot	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	0 6	4,6
Bushi and ashigaru with yari	INFANTRY Formed Flexible	Superior Protected	- -	Long Spear	-	128	Obstacles (20)	6 12	6,8
Permanently retained ashigaru	INFANTRY Drilled Flexible	Average Protected	- -	Long Spear	-	96	Obstacles (20)	12 60	6,8
Ashigaru archers	INFANTRY Formed Loose	Average Protected	Experienced Bow	-	-	75	Obstacles (20)	0 18	6,8
Teppo	INFANTRY Formed Loose	Average Protected	Experienced Firearm	-	-	70	Obstacles (20)	0 8	6,8

Sengoku Japanese

Murakami Clan allies

Note: Murakami clan allies must be commanded by an ally general and contain only Murakami troops.
SPECIAL RULE: Murakami charging or being charged replace Powerbow with Firearms (note they can use Shoot and Charge characteristic in this situation only). Samurai in mixed TuGs may only shoot in one rank. This must be notified to your opponent when they are deployed.

Mixed TuG of 6 or 9 , 1/3 samurai and 2/3 followers; or TuG of 6, 1/2 samurai and 1/2 followers - see Special Rule.

Samurai bushi	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	4 12	6,9
Followers with naginata	INFANTRY Formed Loose	Average Unprotected	-	-	-	39	Melee Expert (10)	6 24	-
Upgrade all followers in a TuG with do-maru armour	INFANTRY Formed Loose	Average Protected	-	-	-	60	Melee Expert (16)	 Any	-

Allies

	List
Nobunaga Japanese allies (only from 1540 to 1582 CE)	7202
Takeda Japanese allies (only from 1560 to 1575 CE)	7203

Only one external ally may be taken.

Scenario rules - not for tournament play

From 1546 CE, any teppo may be replaced with tanegashima, Infantry, Formed Loose, Average, Protected, Skilled Firearm (80 points per base).

Changes from last version

Restricted numbers of mounted samurai. Scenario rule for tanegashimia.

Nobunaga Japanese

1540 to 1582 CE

Historical Notes

This list covers the armies of Oba Nobunaga who drilled his armies ferociously and was the first general to take a liking to using the newly imported firearms en-masse. He had a hatred of the Ikko Ikki and their monk allies and was responsible for finally putting down their rebellions in 1580 CE.

Troop Notes

Armies at this time were usually made up of short-lived alliances between clans such as the Kira, Takeda, and Imagawa clans - hence the need for at least one internal ally. The army made great use of barricades, most famously at the Battle of Nagahino in 1575 where the teppo-armed ashigaru stopped the charge of the Takeda lancers.

Historical Enemies

Sohei Monks 4606; Ikko Ikki 4610; Sengoku Japanese 7201; Takeda Japanese 7203.

7202

Nobunaga Japanese

Army Commander	1	Any Professional	Dates	1540 CE to 1582 CE
Sub-Generals	0-3	Any	Terrain	Coastal, Mountains
Internal Allied Generals	0-1	Any Instinctive (up to 1 Murakami clan ally)	Camp	Unfortified or Flexible; Poor or Average

Notes

The total number of bases of mounted samurai bushi (including any allies) cannot exceed 8.

Name	Type Training and Formation	Quality Protection	Shooting Skill Weaponry	Melee Weaponry	Mandatory Characteristics	Base pts	Optional Characteristics	Min Max	UG Size
Mounted samurai bushi	CAVALRY Formed Loose	Superior Protected	Experienced Powerbow	Short Spear	Melee Expert	219	Dismountable (7)	0 8	4,6
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).									
Bushi and ashigaru with yari	INFANTRY Formed Flexible	Superior Protected	- -	Long Spear	-	128	Obstacles (20)	12 18	6,8
Permanently retained ashigaru	INFANTRY Drilled Flexible	Average Protected	- -	Long Spear	-	96	Obstacles (20)	12 60	6,8
Ashigaru archers	INFANTRY Drilled Loose	Average Protected	Experienced Bow	-	-	80	Obstacles (20)	0 12	6,8
Teppo	INFANTRY Drilled Loose	Average Protected	Experienced Firearm	-	-	75	Obstacles (20)	8 32	6,8
Note: An internal ally command cannot have more than one TuG of teppo.									

Nobunaga Japanese

Murakami Clan allies

Note: Murakami clan allies must be commanded by an ally general and contain only Murakami troops.
SPECIAL RULE: Murakami charging or being charged replace Powerbow with Firearms (note they can use Shoot and Charge characteristic in this situation only). Samurai in mixed TuGs shoot in one rank only. This must be notified to your opponent when they are deployed.

Mixed TuG of 6 or 9 , 1/3 samurai and 2/3 followers; or TuG of 6, 1/2 samurai and 1/2 followers - see Special Rule.

Samurai bushi	INFANTRY Formed Loose	Superior Protected	Skilled Powerbow	-	Melee Expert	167	-	4 12	6,9
Followers with naginata	INFANTRY Formed Loose	Average Unprotected	- -	-	-	39	Melee Expert (10)	6 24	-
Upgrade all followers in a TuG with do-maru armour	INFANTRY Formed Loose	Average Protected	- -	-	-	60	Melee Expert (16)	 Any	-

Allies

	List
Imagawa, Tokugawa or Kira - Sengoku Japanese allies - no more than 4 samurai on foot may be taken.	7201
Takeda Japanese allies (only from 1560 to 1575 CE)	7203

Only one external ally may be taken.

Scenario rules - not for tournament play

From 1546 CE, any teppo may be replaced with tanegashima, Infantry, Drilled Loose, Average, Protected, Skilled Firearm (85 points per base).

Changes from last version

Restricted numbers of mounted samurai. Scenario rule for tanegashima.

Takeda Japanese

1560 to 1575 CE

Historical Notes

This list covers the armies of the Takeda clan which came from the northern areas of Japan. Since early times of the Emishi this area had been the centre of Japanese horse culture and the Takeda took this furthest by being the only clan to really master the couched lance cavalry charge. They famously broke the army of Tokugawa Ieyasu at the Battle of Mikata-ga-hara in 1572 CE but were later crushed by Oba Nobunaga at the battle of Nashino in 1575.

Troop Notes

Lance and spears were made of layers of bamboo and 5m in length.

Historical Enemies

Ikko Ikki 4606; Sengoku Japanese 7201; Nobunaga Japanese 7202.

7203

Takeda Japanese

Army Commander	1	Any Instinctive	Dates	1560 CE to 1575 CE
Sub-Generals	0-2	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-1	Any Instinctive (up to 1 Murakami clan ally)	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 bushi	CAVALRY	Superior	-	Charging Lancer	Melee Expert	180	-	0	4,6
	Formed Loose	Protected	-					18	
Bushi and ashigaru with yari	INFANTRY	Superior	-	Long Spear	-	128	Obstacles (20)	6	6,8
	Formed Flexible	Protected	-					12	
Permanently retained ashigaru	INFANTRY	Average	-	Long Spear	-	96	Obstacles (20)	12	6,8
	Drilled Flexible	Protected	-					60	
Ashigaru archers	INFANTRY	Average	Experienced	-	-	75	Obstacles (20)	0	6,8
	Formed Loose	Protected	Bow					18	
Tanegashima	INFANTRY	Average	Experienced	-	-	70	Obstacles (20)	0	4,6
	Formed Loose	Protected	Firearm					6	
Murakami Clan allies									
Samurai bushi	INFANTRY	Superior	Skilled	-	Melee Expert	167	-	4	6,9
	Formed Loose	Protected	Powerbow					12	
Followers with naginata	INFANTRY	Average	-	-	-	39	Melee Expert (10)	6	-
	Formed Loose	Unprotected	-					24	
Upgrade all followers in a TuG with do-maru armour	INFANTRY	Average	-	-	-	60	Melee Expert (16)		-
	Formed Loose	Protected	-					Any	

Note: Murakami clan allies must be commanded by an ally general and contain only Murakami troops.
SPECIAL RULE: Murakami charging or being charged replace Powerbow with Firearms (note they can use Shoot and Charge characteristic in this situation only). Samurai in mixed TuGs shoot in one rank only. This must be notified to your opponent when they are deployed.

Mixed TuG of 6 or 9 , 1/3 samurai and 2/3 followers; or TuG of 6, 1/2 samurai and 1/2 followers - see Special Rule.

7203

Takeda Japanese

Allies	List
Asura or Asai - Sengoku Japanese allies - No more than 4 bases of samurai on foot may be taken. No more than 4 bases of mounted samurai bushi may be taken.	7201
Nobunaga Japanese allies - No more than 4 bases of mounted samurai bushi may be taken.	7202
Only one external ally may be taken.	

Scenario rules - not for tournament Play

Tanegashima may be represented as, Infantry, Formed Loose, Average, Protected, Skilled Firearm (80 points per base).

Changes from last version

Added scenario rule for tanegashima.