

NIPPON SAMURAI SAMPAN MAN O' WAR CREW 4 SAMURAI WARRIORS				
PAGODA Save 4, 5 or 6 Each hit reduces firing range by 3".	4,5	6	SAIL Save 5 or 6 Each hit reduces movement by 2"(3"). Further hits do not cause criticals.	HIGH
PAGODA Save 4, 5 or 6 Reduce firing range by 3".	2	3	SAIL Save 5 or 6 Each hit reduces movement by 2"(3"). Further hits do not cause criticals.	
4	BOWS Save 4, 5 or 6	5	MIDSHIP Save 4, 5 or 6	LOW
6	AFT Save 5 or 6			
NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.	
SAIL 6"(9")			BATTLE HONOURS: 6	

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SAMURAI SAMPAN

Samurai sampan are the floating battle platforms for those Nippon elite samurai warriors who sail into combat for the Jade Emperor. The sampan are elegantly crafted to reflect the proud heritage of the Nipponese people, the most prominent feature of each ship being the multi-tiered pagoda tower from which the samurai fire their intricately carved, magical jade bows.

Samurai sampan have no premanent weapons onboard. Their firepower comes from the bowfire of the samurai warriors which crew them. When you wish to fire using a sampan, roll a number of dice to hit equal to the number of samurai warriors aboard it. The sampan has a 180 degree arc of fire to the front (the massive sail blocks rearward fire) and uses the Elf range template to determine whether the target is in range. There is no range modifier for shots fired from a sampan. Roll to hit, declaring high or low as normal.

As the pagoda at the front of the ship takes damage, the samurai retreat to the safety of lower levels. This results in their bowfire losing the advantage of height and having a lesser range of fire. For each hit that the pagoda takes, the samurai archers lose 3 inches of range. Note that even when the pagoda has been completely destroyed the warriors still have a range of 3 inches as they stand upon the ship's deck to fire.

As the samurai aboard are killed in battle, their firepower is reduced as well. When rolling for a sampan's attack, always roll a number of dice equal to the number of remaining samurai warrior crew counters on the ship's template.

Samurai sampan have no cannon and gain no benefit from grapeshot during boarding actions.

See the CREW notes for the Nippon fleet for important information regarding samurai warriors losing a boarding action.

Cost: 150 points each.