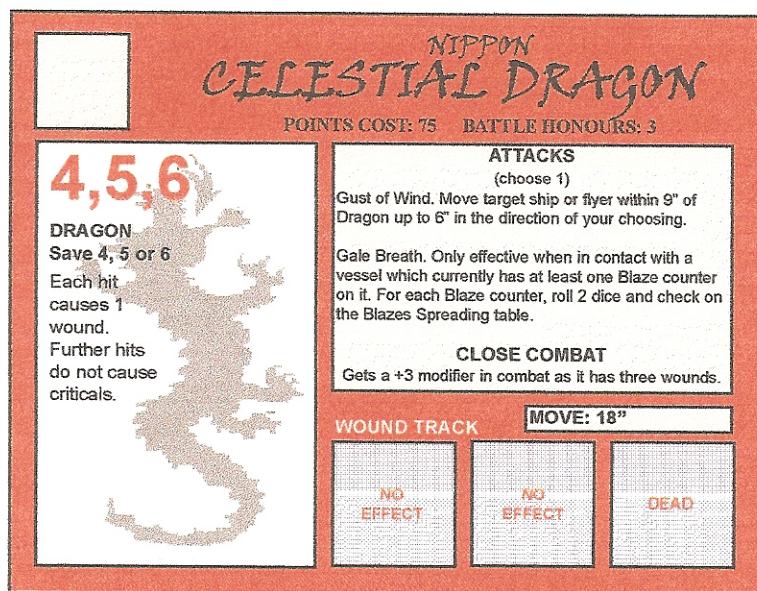




NIPPON FLYERS

Celestial Dragons

The ancient Celestial Dragons are able to harness the raw power of the elements and redirect them in often devastating ways. The Jade Emperor includes several of these majestic dragons in his Royal Menagerie and occasionally directs them to do his bidding in times of conflict, using the awesome power of his cadre of loyal shujenga (wizards) to keep the beasts in check.

Celestial Dragons have two forms of special attack. You may only use one form of special attack per game turn, and must declare which you are using before attacking.

Gust of Wind: The dragon's long, serpentine body coils and begins to spin rapidly, creating a concentrated surge of wind that it can focus with deadly accuracy. Any ship or flyer (including your own) within 9" of the dragon can be targeted. On a roll of 3+ you may move the target up to 6" in the direction of your choosing. If this causes a vessel to run aground or collide with another object, check for damage as normal.

Gale Breath: The dragon draws in a mighty lungful of wind and exhales with great force, causing the air around a vessel it is in contact with to swirl violently. Any blazes on the target vessel are stirred and may either spread rapidly out of control or be extinguished by the force of the air currents. For this attack to have any effect, the target ship (which the dragon must be in contact with) must have at least one Blaze token on its template. Roll 2 dice for each Blaze token on the ship's template and check the Blazes Spreading chart for the result. Apply lower numbered results before higher ones, so if a 1 and a 6 are rolled, for example, the blaze would be extinguished by the force of the wind before having a chance to spread backward. Roll only for Blaze counters which were on the ship when the attack took place, not for those created by the attack.

Boarding Actions and Close Combat

A Celestial Dragon gets 1 die +3 in boarding actions and close combat, as it has 3 wounds.

NIPPON FLEET

A Nippon Fleet may consist of the following:

Men O' War: 1+

The fleet must have at least one Samurai Sampan to be your Ronin's Flagship.

A Nippon fleet can't have more Samurai Sampans than it has Ship of the Line squadrons. The Ronin's ship does not count towards this total.

Cost: 150 points per Samurai Sampan.

Ship of the Line Squadrons: 1+

At least one squadron of Kamikaze Junks.

Cost: 100 points per squadron.

Independents: 0+

As many Rocket Patrol Boats as you have squadrons.

Cost: 100 points each.

Shujenga: 0-1

Cost: Variable - See *Wizards and Magic*.

Ronin: 1

Cost: Free.

Special Crew: 0+

For every 500 points spent on your fleet, you may buy one additional Kamikaze Coolie.

Cost: 50 points each.

For every 500 points spent on your fleet you may buy one Ninja counter.

Cost: 75 points each.

Men O' War cards: 1+

Cost: 1st card free with the Ronin, subsequent cards at 25 points per card.

Flyers: 0+

Up to 1 Celestial Dragon for every Ship of the Line squadron.

Cost: 75 points each.