

Myth Wars: Mighty Battles in the Age of Myth and Legends

Faction Rules: Japanese

The Japanese faction in Myth Wars draws inspiration from the mythological and historical traditions of feudal Japan, blending samurai honor, yokai mysticism, and Shinto spirituality. Their armies combine disciplined warriors with supernatural creatures, balancing resilience, precision, and magical versatility. Like other factions, they have access to core lores or their unique Lore of Shugenja for Wizards, and a Prayer Lore of Shinto for Priests. The army list mixes melee-focused samurai for devastating charges with ranged skirmishers and fanatics for harassment, enabling tactics like defensive stands, stealth ambushes, or overwhelming assaults. Units feature 1-3 unique abilities for flavor and balance, ensuring parity with factions like Romans or Egyptians.

Five Rings: Inspired by the elemental philosophy of the Book of Five Rings, once per turn in the Command Phase, choose one of the following effects to apply army-wide until your next Command Phase. This reflects the spiritual balance of samurai and yokai attuned to nature's elements.

- **Fire:** All units reroll natural 1s on melee To Hit rolls, embodying fiery passion and precision in combat.
- **Water:** All units heal D3 Health (distributed as desired, up to max per model), representing the restorative flow of life.
- **Earth:** All units gain 5+ Endurance Save (ES) against non-magical attacks (or +1 if they already have ES), symbolizing unyielding resilience.
- **Air:** All units reroll natural 1s on non-magical ranged To Hit rolls and add D3 inches when moving or Advancing (not Charging), reflecting swift, elusive winds.
- **Void:** Wizards and Priests gain +1 to casting rolls; enemy Wizards/Priests within 18" roll a Morale check (per model), and for each failure, the opponent loses 1 Power Die this round, evoking the mystical void's disruption.

Bushido: Samurai models (noted in profiles) gain a 4+ Indestructible Save (IS) against non-magical attacks and a 5+ Endurance Save (ES) against magical attacks, reflecting their disciplined honor. Bushido is lost if the unit refuses a challenge or fails a Morale check,

symbolizing dishonor, but regained by succeeding in a challenge or Morale check in a later turn. This balances their durability with a code of conduct, encouraging heroic play.

Shields: non-calceru elite and troops reroll natural 1's on DS against non-magic attacks.

Japanese Lore of Shugenja

A unique lore for Wizards, blending elemental magic, spiritual attunement, and yokai summoning, capturing the mysticism of Shugenja ascetics. Wizards choose this or a core lore (Combat, Divination, etc.).

- **Attribute: Elemental Harmony** - After a successful cast, choose one unit within 12" to gain +1 to either To Hit, DS, or Mo until your next turn (declare which).
 - **Signature: Kami's Wrath (Missile, CV 6+/11+)** - Target unit 24". Basic: D6 hits P-1 D1. Boosted: 2D6 hits, P-2, and if any wounds inflicted, target -1 Mo until next turn.
1. **Flame of Amaterasu (Missile, CV 7+/12+)** - 24". Basic: D6 hits P-2 D1, ignores cover. Boosted: 2D6 hits, flaming (reroll failed ES).
 2. **Wind of Susanoo (Utility, CV 8+)** - Army units +D3" M; enemies within 18" -1" M until next turn.
 3. **Earth's Embrace (Augment, CV 9+/14+)** - Unit 18". Basic: +1 DS and 5+ ES. Boosted: +2 DS and 4+ ES until next turn.
 4. **Tsukuyomi's Veil (Hex, CV 10+)** - Enemy unit 18" -1 To Hit ranged; if they shoot, D3 unsavable wounds.
 5. **Yokai Summon (Summon, CV 11+/16+)** - Place small yokai (M6 H3 A2 4+ P-1 D1) 12". Basic: Lasts turn. Boosted: Lasts game, gains +1 A.
 6. **Tidal Surge (Direct Damage, CV 12+)** - 18" line: D6+2 hits P-2 D2 per model; +1 D in water terrain.
 7. **Void Rift (Vortex, CV 13+)** - Template 18"; remains, moves D6" random, all under test Mo or D3 unsavable wounds.
 8. **Amaterasu's Radiance (Augment, CV 14+)** - Army +1 To Hit; natural 6s cause extra wound (no saves) until next turn.

Prayer Lore of Shinto

Support-oriented prayers invoking Shinto kami, with lower CVs for buffs and protection, reflecting spiritual reverence.

- **Attribute: Kami's Blessing** - Successful prayer grants caster 6+ IS until next turn.
 - **Signature: Inari's Grace (Augment, CV 4+/8+)** - Unit 18". Basic: +1 DS. Boosted: +1 DS and +1 Mo.
1. **Hachiman's Valor (Augment, CV 5+)** - Unit 18" +1 melee To Hit until next turn.
 2. **Izanagi's Heal (Augment, CV 6+)** - Restore D3 H to unit 12".
 3. **Susanoo's Courage (Augment, CV 6+)** - Unit ignore one Morale penalty until next turn.
 4. **Amaterasu's Light (Augment, CV 7+)** - Unit ranged +1 To Hit until next turn.
 5. **Raijin's Thunder (Hex, CV 7+)** - Enemy unit 18" -1 Charge until next turn.
 6. **Tsukuyomi's Serenity (Augment, CV 8+)** - Unit +1 ES or gain 6+ until next turn.
 7. **Kami's Guidance (Utility, CV 8+)** - +2" spell/prayer range for caster until next turn.
 8. **Shinto Unity (Augment, CV 9+)** - Army +1 Mo until next turn.

Japanese Army List

Units balance melee (samurai, oni) and ranged (tanuki, shinobi) for tactical flexibility, with 1-3 unique abilities for flavor and parity with factions like Greeks or Egyptians. Samurai units emphasize Bushido, yokai bring chaotic power.

Commanders

- **Samurai Lord:** M 5, H 8, DS 3+, IS 4+ (Bushido), Mo 9. Attacks: Melee - Katana (1" A 4, To Hit 3+, P -2, D 2, Cleave [6+ bypass DS]); Ranged - None. Abilities: Bushido; Daimyo's Honor (+1 A in challenges); Warlord's Rally (units 6" +1 Mo, once/game army reroll Morale).
- **Shinobi Lord:** M 6, H 7, DS 4+, ES 6+, Mo 8. Attacks: Melee - Ninjato (1" A 3, To Hit 3+, P -2, D 2); Ranged - Shuriken (12" A 1d6+2, To Hit 4+, P -1, D 1). Abilities: Stealth (enemy ranged -1 To Hit); Ambush Strike (+1 D vs Commanders); Shadow Step (once/game, teleport 12").

- **Shinto Priest:** M 4, H 5, DS 4+, Mo 8. Attacks: Melee - Prayer Staff (1" A 2, To Hit 4+, P 0, D 1); Ranged - None. Abilities: Kami's Ward (5+ IS self); Ritual Focus (+1 prayer cast); Shinto Blessing (attached unit +1 Mo).
- **Shugenja Wizard:** M 4, H 5, DS 4+, Mo 7. Attacks: Melee - Staff (1" A 1, To Hit 5+, P 0, D 1); Ranged - None. Abilities: Elemental Insight (+1 PD); Mystic Balance (reroll 1 PD/cast); Knows Shugenja Lore.

Elites

- **Samurai Cavalry (5 models):** M 8, H 2, DS 3+, IS 4+ (Bushido), Mo 8. Attacks: Melee - Naginata (1" A 2, To Hit 4+, P -2, D 2); Ranged - Yumi Bow (18" A 2, To Hit 4+, P -1, D 1). Abilities: Bushido; Mounted Charge (Impact Hits D3 P -1 D1); Swift Hooves (+1" M on charge).
- **Oni Brutes (3 models):** M 5, H 3, DS 3+, ES 5+, Mo 8. Attacks: Melee - Kanabo (1" A 3, To Hit 3+, P -2, D 2); Ranged - None. Abilities: Yokai Strength (+1 D vs Troops); Fearful Presence (enemies 6" -1 Mo); Regenerate (D3 H/turn).
- **Kitsune Seekers (5 models):** M 6, H 2, DS 5+, Mo 8. Attacks: Melee - Claws (1" A 2, To Hit 4+, P -1, D 1, Flaming); Ranged - Fireball (12" A2, To Hit 4+, P -1, D 2, Flaming). Abilities: Flaming Attacks (6+ bypass DS/ES, But not IS); Foxfire (once/game, 6" radius D3 flaming hits); Trickster (enemy hexes -1 CV).
- **Samurai Warriors (5 models):** M 4, H 2, DS 3+, IS 4+ (Bushido), Mo 8. Attacks: Melee - Katana (1" A 2, To Hit 3+, P -2, D 1); Ranged - None. Abilities: Bushido; Precision Strike (reroll 1s To Hit); Honorable Stand (+1 DS if stationary).
- **Shinobi Assassins (3-5 models):** M 6, H 2, DS 5+, Mo 8. Attacks: Melee - Ninjato (1" A 2, To Hit 4+, P -1, D 1); Ranged - Shuriken (12" A 2, To Hit 4+, P -1, D 1). Abilities: Infiltrate (deploy 6" beyond zone); Poison Blades (6+ To Hi, bypass DS, but not IS or ES); Smoke Escape (Disengage free once/game).

Monsters

- **Giant Oni:** M 6, H 8, DS 3+, ES 5+, Mo 9. Attacks: Melee - Massive Club (1" A 5, To Hit 3+, P -3, D 3); Ranged - None. Abilities: Demon Rage (+1 A below half H); Terrifying (enemies 6" -1 Mo); Deathblow (5-6: D3 unsavable 5").
- **Jorogumo Spider:** M 7, H 7, DS 3+, Mo 9. Attacks: Melee - Fangs (1" A 4, To Hit 4+, P -2, D 2); Ranged - Web (12" A 1, To Hit 4+, P -1, D1, no move if hit). Abilities: Web Trap (enemies 6" -2" M); Poison (6+ To Hit bypasses DS, but not IS or ES); Climb (ignore

terrain).

- **Kirin Storm Horse:** M 9, H 7, DS 4+, Mo 9. Attacks: Melee - Hooves/Horns (1" A 5, To Hit 3+, P -2, D 2); Ranged - Lightning Breath (12" 2D6 auto-hits P -2, D1). Abilities: Flight; Storm Charge (Impact D6 P -1 D1); Celestial Aura (allies 6" +1 IS vs magic).

Warmachines

- **Joto Catapult:** M -, H 5, DS 5+, Mo -. Attacks: Ranged - Stone (36" A 1, To Hit 3+, P -2, D D6+2, 3" area); Melee - None. Abilities: Artillery; Siege Smash (+1 D vs Warmachines/Monsters); Explode; Barrage (once/game, D3 attacks).

Troops

- **Kappa Warriors (10 models):** M 4, H 1, DS 4+, Mo 7. Attacks: Melee - Claws (1" A 1, To Hit 4+, P -1, D 1); Ranged - None. Abilities: Stubborn (reroll failed Morale); Waterborne (+1" M in water); Shell Defense (+1 DS if stationary).
- **Ronin Warriors (10 models):** M 5, H 1, DS 4+, IS +5 (Bushido), Mo 7. Attacks: Melee - Katana (1" A 1, To Hit 4+, P -1, D 1); Ranged - Yumi Bow (18" A 1, To Hit 4+, P -1, D 1). Abilities: Bushido; Lone Swords (+1 A if below half); Wanderer's Grit (reroll Morale if alone).
- **Tanuki Skirmishers (10 models):** M 5, H 1, DS 5+, Mo 7. Attacks: Melee - Staff (1" A 1, To Hit 5+, P -1, D 1); Ranged - Sling (12" A 2, To Hit 4+, P-1, D 1). Abilities: Fanatic (once/turn, deploy D3 fanatics in Shooting or as charge phase reaction: 8" A D6+2, To Hit 4+, P -1, D1); Pathfinder; Trickster Dance (-1 enemy To Hit ranged).