

# SAMURAI RATMEN TO THE STRONGHOLD! v5.0

## Army Trait

### *Rats Lair*

A Samurai Ratman army can place 2 *Rat Lair* tokens after the terrain placement phase, but before deployment. These can be placed in any box not containing impassible terrain. These tokens remain in play.

Up to 3 units with the *Subterranean* characteristic can be placed underground. Attached Generals can be included in this ambush. These units are deployed off-table. Starting from the Player's 2nd turn you may try to deploy any off-table troops into a box containing a *Rat Lair*. Draw a card, if the result is 5+ then you can deploy the ratmen unit in the box. If enemy troops are in the box then the ratmen units cannot be deployed. Once deployed place the card draw as the activation card. The unit can then continue to activate as normal

## Army Characteristics

### Rat Bushido

Troops with Rat Bushido have a -1 to their save. However, losing these elite troops does have an adverse effect on the army morale. When destroyed an extra VM is lost.

### Subterranean

Troop with this characteristic add 1 to the victory point total.

### Under the Lash

Units with this characteristic, making a simple activation after the first, succeed if they equal the previous card. When a 10 PIP card is drawn for any activation, by a unit with this characteristic, the unit takes a hit. This hit may be saved

## Spells

### Rat Tsunami

Cast 6+

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.

In addition place a *Rat Tsunami token* in the target box -  
*Rat Tsunami token* - Command (1)

### Rat Banzai!

Cast 7+

Using line of sight, as if shooting, target a unit with the *Rat Bushido* characteristic within 3 boxes of the casting Wizard. If successfully cast place a *Rat Banzai!* token on the unit

#### *Rat Banzai! token*

When the target of the spell attacks it draws two cards, adding the results together! Heroes cannot participate in this attack as the troops are just too frenzied. If the total value of the card exceeds 10 then the frenzied unit also takes a hit, which cannot be saved

### Divine Wind

Cast 7+

Using line of sight, as if shooting, target a box within 2 of the casting Wizard. All units (friend or foe) must move by deviation. If the unit cannot move into the destination box (because it is fully occupied or contains impassible terrain) the unit takes a hit as if by shooting. Saves can be made from these hits. Troops pushed off the table count as destroyed. Each unit in the box draws to deviate separately. The orientation of deviation can either be from the facing of the casting wizard, or the target unit. The casting wizard picks which orientation to use

### Climbing and Burrowing

Cast 6+

Target a unit with the *Subterranean* characteristic in an adjacent box to the casting Wizard. If successfully cast place a *Climbing and Burrowing token* on the unit

*Climbing and Burrowing token*. Troops can move into and out of impassible terrain. This token stays in play until the units fails and activation to move

# SAMURAI RATMEN

Rats Lair

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

## Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points	
Samurai Cavalry		0	3	Cavalry, lance			Rat Bushido		<u>3</u>	2	6 +	2	95	
Samurai	●	0	3	Billmen			Rat Bushido		<u>3</u>	2	6 +	2	75	
Ashigaru Ratmen	●	1	6	Spearmen	Raw		Under the Lash Rat Bushido		<u>3</u>	2	7 +	2	58	
Ashigaru Ratmen Archers	●	1	6	Bowmen	Raw		Under the Lash Rat Bushido		<u>3</u>	2	8 +	2	58	
Ratmen	●	2	10	Warriors, Deep	Raw		Under the Lash Subterranean	Slave Troops	<u>3</u>	3	8 +	4	68	
Warrior Monks	●	0	4	Warriors, Deep			Under the Lash Fanatic		<u>3</u>	3	8 +	3	103	
Ninjas		0	2	Javelinmen			Subterranean Fanatic	Fleet	Small <u>1</u>	1	8 +	2	45	
Tide of Rats	●	0	6	Mobs			Under the Lash Swarm	Subterranean	<u>1</u>	3	8 +	3	98	
Ronin Ratmen		0	1	Billmen			Subterranean		<u>2</u>	2	7 +	3	75	
Ratmen Oni		0	1	Monstrous Creature (I)		2HCCW	Subterranean		<u>2</u>	2	5 +	2	115	
Tengu		0	2	Light cavalry, javelin			Fly	Fleet	<u>1</u>	1	8 +	1	85	
Komainu		0	2	Cavalry, lance	Veteran		Fleet		<u>2</u>	2	6 +	2	115	
Long Rifles	●	0	4	Handgunners			Black Powder	Under the Lash	Subterranean	<u>2</u>	2	8 +	3	98
Golems		0	2	Monstrous Creature (I)			Under the Lash	Stupid	Subterranean	<u>2</u>	2	5 +	2	93
Cannons		0	2	Artillery (Cannon)			Black Powder		<u>1</u>	1	7 +	1	80	
Barrel of Destruction		0	2	War wagon - Artillery (Organ Gun)					<u>3</u>	3	7 +	3	130	
Drum Rig of Fury		0	1	War wagon - Artillery (Organ Gun)			Immobile	Army Standard (II)	<u>5</u>	3	7 +	5	120	