MIDGARD
HEROIC BATTLES

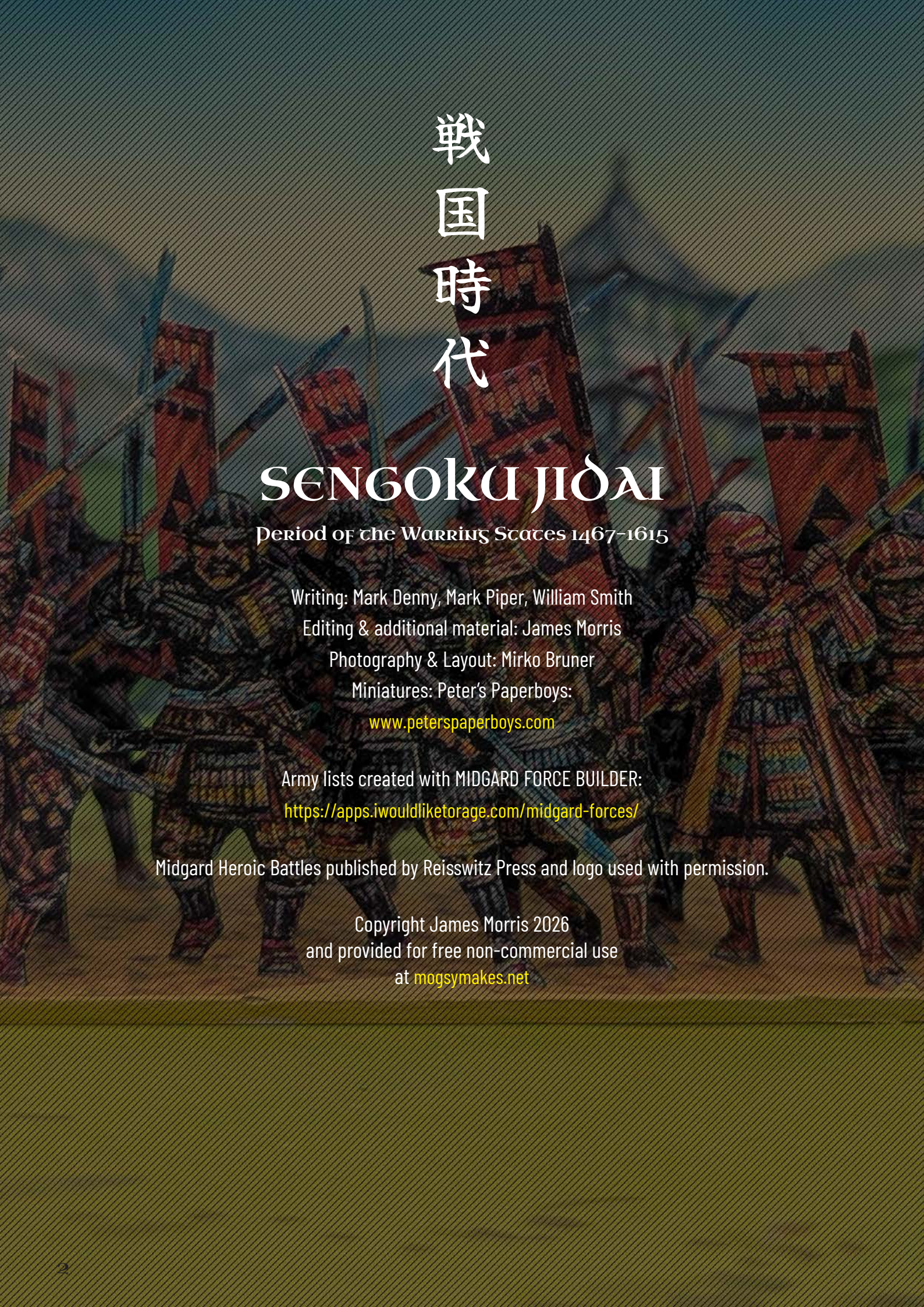
SENGOKU JIDAI

PERIOD OF THE WARRING STATES

1467-1615



HISTORICAL, LEGENDARY, AND FANTASY BATTLES
IN AN AGE OF HEROIC DEEDS



戦国時代

SENGOKU JIDAI

Period of the Warring States 1467-1615

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www.peterspaperboys.com

Army lists created with MIDGARD FORCE BUILDER:

https://apps.iwouldliketorage.com/midgard-forces/

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FOREWORDS

I have been asked many times for Midgard Heroic Battles Force lists for Samurai, but I confess that it is outside my area of expertise, so I have drawn upon the work of three of our keen Midgard players – Mark Denny, Mark Piper and William Smith – to put together some suggestions for the late Sengoku period of Japanese history.

The release of Peter Dennis's wonderful (and pre coloured) Peter's Paperboys miniatures for this period has prompted me to get this document and I am grateful to Mirko Bruner for laying it out.

Please note that not everything in this document has been fully play-tested, so please do feel free to send constructive feedback via the Midgard Heroic Battles Facebook group or the Mogsymakes.net website.

I hope that these lists will provide a jumping off point to those wanting to play Samurai with Midgard; the Midgard Heroic Battles Facebook has further lists posted by enthusiasts in the Files section, including some for earlier eras of Japanese history.

James Morris, September 2026



HEAVILY ARMED SAMURAI AT THE VANGUARD OF THE BATTLE



ELITE SAMURAI WARRIORS ADVANCING TOWARDS THE ONSLAUGHT

HISTORICAL NOTES

The Japanese Sengoku (Warring States) period was an era of intense military activity lasting from the mid fifteenth century into the early seventeenth. It saw the breakdown of central authority as individual warlords (Daimyo) such as the famed Oda Nobunaga raised armies, formed alliances and fought each other for control.

The period also saw a significant change in weapons and tactics. Samurai who traditionally fought as mounted bowmen, eschewed the bow for the Yari (spear). Originally, Samurai forces were small and supplemented by a hodgepodge of retainers armed with a mix of weaponry such as the Naginata (a long-bladed polearm).

By the end of the period the Ashigaru (foot soldiers) became the backbone of nearly all samurai armies armed with Nagae-yari (long spears, similar to pikes) and Teppo (arquebus). It is in the adoption of the Teppo where we see the greatest innovation. Originally acquired from Portugese and later Dutch traders, the Japanese took the arquebus, mastered it and reproduced it for themselves. As in Europe, a bowman took a lifetime to train to proficiency, an arquebusier only took a few months. By the end of the period, the Teppo had supplanted the traditional Yumi (bow) and armies numbered in the tens of thousands.

The Ikko-ikki were leagues bound together by devotion to the Jōdo Shinshū school of Buddhism. Composed of sōhei (warrior monks), local samurai (jizamurai), townspeople, villagers, and other followers of the sect, they were united by faith and common cause. From around 1488 until 1580, the Ikko-ikki became a formidable political and military power, controlling entire provinces and fiercely resisting the authority of the great samurai lords. One of their most determined opponents was Oda Nobunaga.

His long campaign against the Ikko-ikki culminated in 1580 with the surrender of their great fortified temple complex at Ishiyama Hongan-ji in Osaka, bringing their power as a major independent military force to an end. Unlike the more formally organized armies raised by the great daimyo through networks of feudal obligation, Ikko-ikki forces could be a diverse assortment.

Their armies might include sōhei, samurai and rōnin, experienced local warriors, religious devotees, townsmen, and large numbers of commoners and peasants. Despite this varied composition, they should not be dismissed as an undisciplined mob.
Later Ikko-ikki forces also enthusiastically adopted the teppō, or matchlock arquebus, and could field considerable numbers of firearms. An Ikko-ikki army can therefore combine masses of determined followers with surprisingly significant firepower.

足軽



ASHIGARU - LIGHT OF FOOT

TIMELINE

1614-1615:
The Sieges of Osaka Castle eliminate the remaining resistance from the Toyotomi clan, officially closing the Sengoku Jidai and ushering in over 250 years of peace.

1603:
Ieyasu is appointed Shogun, establishing the Tokugawa Shogunate in Edo (modern Tokyo).

1600:
Battle of Sekigahara; Tokugawa Ieyasu wins a decisive victory over rival loyalist clans, securing control over the realm.

1592-1598:
Hideyoshi launches two unsuccessful invasions of Korea (the Imjin War) before dying in 1598.

1590:
Hideyoshi unifies Japan after defeating the Hōjō clan in the Odawara Campaign, followed by nationwide sword hunts and land surveys.

1582:
Honnō-ji Incident; Nobunaga is betrayed by his general Akechi Mitsuhide and commits ritual suicide (seppuku). Toyotomi Hideyoshi quickly avenges him and takes over the unification campaign.

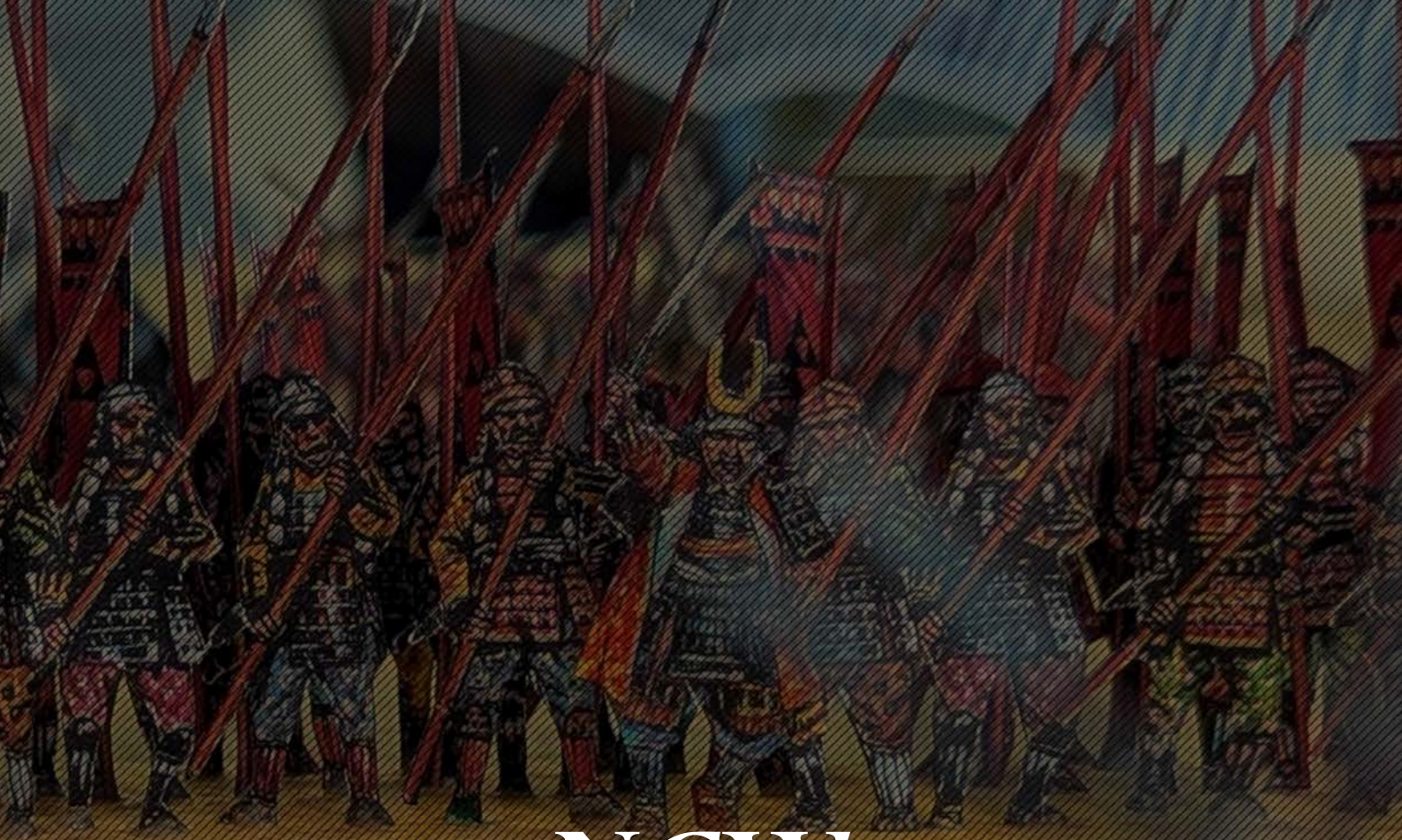
1575:
Battle of Nagashino; Nobunaga deploys massed matchlock volleys to defeat the powerful Takeda cavalry clan.

1568:
Nobunaga enters Kyoto, beginning the direct military unification of the country.

1560:
Battle of Okehazama; Oda Nobunaga achieves a stunning victory against superior numbers, launching his rise to national prominence.

1543:
European contact occurs as Portuguese traders arrive on Tanegashima, introducing matchlock firearms (arquebuses) that revolutionize Japanese warfare.

1467-1477:
The Ōnin War begins, shattering the authority of the Ashikaga shogunate and plunging Japan into decentralized feudal conflict among regional warlords (daimyo).



NEW MIDGARD TRAITS

SAMURAI PIKES READY TO RECEIVE THE CHARGE OF THE FANATIC SOHEI

HEROIC TRAITS

JINMAKU

A Jinmaku was a 'command screen' used by a Samurai Sotaisho (Army Commander). It provided a base from which to command the battle, complete with banners, messengers and signallers.

- The Jinmaku covers a square or rectangular area up to **2 x 2 Spear Throws** in size.
  It is deployed in its Force's deployment area and the Army Commander's model must be placed within it.
  It **cannot** be deployed as a **Late Arrival** where the scenario allows for it, and cannot be moved during the game.

- From the Jinmaku, the Army Commander issues orders through their messengers. **Each Turn, in Phase 1**, when Mighty Deeds have been placed, the Army Commander may choose to **send out one or more** of their Mighty Deeds **to any of the Heroes** in their Force within **6 Spear Throws** of the Jinmaku.

  Any number of Mighty Deeds available may be allocated in this way and the Army Commander **may also hold some back for use later** in the Turn, although any held back will **only be useable by the Army Commander or Units within their usual range of influence** (2 Spear Throws).

- The Mighty Deeds issued from the Jinmaku in Phase 1 must be allocated to specific Heroes and **may only be used for any purpose apart from adding Combat Dice in Single Combats**. (For this reason, it may be helpful if the tokens used are of a different colour).

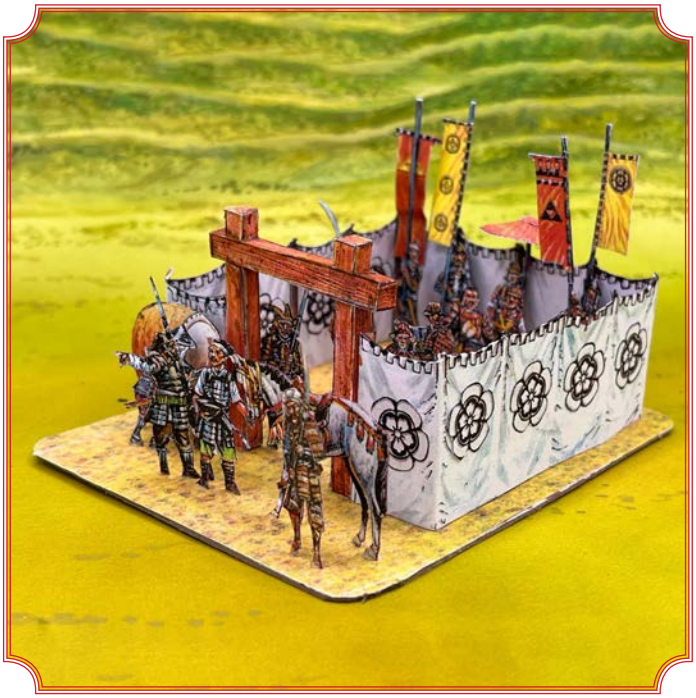
- An **Army Commander within a Jinmaku gains +1 Reputation token for their Force in Phase 7 of every Turn from Turn 3 onward**s. This reflects the confidence given to the troops seeing their commander in control of the battle.

- However, if the **Jinmaku is contacted by an enemy Unit (but not an unattached Hero), the Army Commander in the Jinmaku immediately loses 2 Reputation tokens**.

- If the **Army Commander voluntarily leaves the Jinmaku, they lose 1 Reputation token**. In both these cases, the ability to issue orders within 6 ST and gain Reputation for staying in the Jinmaku **are lost** and cannot be regained during the game.
  The model representing the Jinmaku may be removed, or left on the table as long as all players remember that it has no further effect in the game – the space it occupied is simply considered Open Terrain.

- Any ***Reputation gained or lost*** through the **Jinmaku** Trait is also considered as **Renown** for campaign purposes if using the system in **Chronicles of Midgard**.

For purposes of Hero creation, the Jinmaku is costed at **+5 points and is only available to the Army Commander of a Samurai Force**.



DAIMYO'S HEADQUARTER: THE JINMAKU

UNIT TRAITS

NAGAE-YARI (Long Spears)

Long spears known as Nagae-Yari were the standard melee weapon of the Ashigaru in this period.
With a length of somewhere between 3 and 9 metres, they were useful to repel attacks by cavalry.

To reflect this (and the fact that they will not be used against giants and flying creatures in this historical setting), they have a slightly **different effect and points cost to the original Pikes Trait** in Midgard Heroic Battles.

The Nagae-Yari Trait is **only available to Warrior Units**.

- If fighting against any Heavy or Light Rider Unit, the Unit with Nagae-Yari gains an extra **two support** save dice in the combat.

- This support dice bonus cannot be used if the Unit with Nagae-Yari is fighting in **rough terrain** or is in **Melee** Combat to its **flank or rear**.

- **Heavy Riders** (Knights) Units such as Samurai Cavalry **may not use** their **Thunderous Charge** Trait if in Melee Combat against the front of a Unit with Nagae-Yari. In this case, the Thunderous Charge Trait is lost for the duration of the game.

For the purposes of Unit creation, the Nagae-Yari Trait is costed at **+1 point**. (Note this is less than the Pikes Trait in the main rulebook as these Units are most likely to be fighting mainly infantry.)

TEPPO (Firearms)

Teppo (arquebuses) were increasingly used in large numbers during the Sengoku period.

This Trait may be taken by **Warrior (Formed Archers)** Units representing Ashigaru soldiers.
The range of the missile weapons is determined by selecting **Short Bow (2 ST range)** for **Untrained** Ashigaru or **Bow (3 ST range)** for **Trained** Ashigaru.

Points must be paid for the missiles as well as the Teppo Trait. Some archers were mixed in with the Teppo Units to help cover the arquebusiers as they reloaded.

These models may be represented within the Unit if wished, but do not change the Unit profile.

Samurai Heroes, of course, were honourably trained in the use of the Yumi (bow) and would never consider using firearms personally, so they may not take the Teppo Trait. However, a Hero with **On My Command Unleash Hell** may use this Trait **to increase a Teppo Unit's Shooting Dice**, even though the weapons are not technically Bows.

Units armed with Teppo are subject to the following special rules:

- Teppo Units shooting at an enemy Unit within their Killing Zone reduce the target's Armour **value by -1** to a **minimum of 2**. Therefore, an Armour 4 Unit would be reduced to Armour 3; an Armour 3 Unit to 2; and an Armour 2 Unit would suffer no further effects.

- Teppo Units using their missiles **when being charged to the front** also reduce the target's Armour value by -1 to a minimum of 2. This applies to **all the Combat Dice thrown by the Teppo Unit**, even though some are technically from shooting and others from hand weapons; **charging a massed group of arquebusiers is a thing to be feared!**

- Units armed with Teppo have to worry about keeping their matches burning and a fiddly reloading procedure. For this reason, **any Teppo Unit may not shoot if it takes two Movement Actions or if it carries out a Changing Facing manoeuvre**. It is instead given a Shot marker to remind players that it may not shoot this Turn.

For purposes of Unit creation, the **Teppo Trait** is costed at **+3 points**.

FANATICAL

Fanatical and well-trained Sohei (Warrior Monks) armed with Naginata could be a match for the Samurai, though they were less heavily-armoured. This Trait represents their fervour and weapon skill in the initial stages of a combat.

- **Fanatical Units will hit on a 4+ in Melee Combat** while they have f**ull Stamina Points.** If they have less than full Stamina Points, they will revert to hitting on a 5+.

For purposes of Unit creation, Fanatical is costed at +5 points.



WARRIOR MONK SOHEI & IKKO-IKKI STANDARDS

僧兵

MILITARY MONKS



PINK ROBE FANATIC SOHEI MONKS LOOKING TOUGH



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Samurai Army List

Both these sample 300 and 400 point lists include a Sotaisho (Army Commander) in a Jinmaku (Command Tent); he has been given the Trait Mounted so that he can mount up and join his bodyguard of Samurai Cavalry if he needs to get personally involved in the fighting.

Each list also features three Taisho (commanders of Sonae, or Contingents in Midgard terms). The Samurai and Ashigaru infantry Units have been given the Trait Replacements to allow the warriors to take the place of Teppo-armed Units during the battle.

NOTE: All names of Heroes are fictional and were created using an online name generator.

FORCE 23 SAMURAI 300 PTS.

TOTAL POINTS: 301			
Hero Points: 87	Units Points: 214	Reputation: 31	Reputation Tokens: 8

Heroes

Mori Takeshi – Sotaisho (Army Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	32	3	0	3	2	4	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Mounted	May move 2 ST per Movement Action [pg73]						
Jinmaku (Commander's Tent)	See Jinmaku Trait. May issue Army Commander's Mighty Deeds to Heroes within 6 ST in Phase 1. Add +1 Reputation in Phase 7 from Turn 3 onwards. Lose 2 Reputation if Jinmaku attacked; lose 1 Reputation if Army Commander leaves Jinmaku; Jinmaku then ceases to have any effect.						

Takeda Osamu – Taisho (Sonae/ Contingent Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	3	2	2	None
Today We Fight to Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						
Mounted	May move 2 ST per Movement Action [pg73]						

Kuroda Ryunosuke – Taisho (Sonae/ Contingent Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

Sanada Shingen – Taisho (Sonae/ Contingent Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	15	2	0	3	2	2	None

Units

Samurai with Yari and Katana								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry)	31	12	0	4	4	3	None
Spears as Tribute	Add +2 Combat Dice while at full Stamina [pg70]							
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							

Trained Ashigaru with Nagae-Yari								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry)	24	12	0	3	4	2	None
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Nagae-Yari (Long Spears)	Unit gains +2 Support Dice against Light and Heavy Riders when fighting to the front in open terrain. Heavy Cavalry (Knights) lose Thunderous Charge Trait when attacking the front of a Nagae-Yari Unit.							

Trained Ashigaru with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	26	8	8	2	4	3	Bow / Mounted Elf Bow
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							

Untrained Ashigaru with Nagae-Yari								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	16	12	0	2	4	2	None
Reluctant	Must pass a Command Test for every Movement Action [pg69]							
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]							
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Nagae-Yari (Long Spears)	Unit gains +2 Support Dice against Light and Heavy Riders when fighting to the front in open terrain. Heavy Cavalry (Knights) lose Thunderous Charge Trait when attacking the front of a Nagae-Yari Unit.							

Untrained Ashigaru with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	23	8	8	2	4	2	Bow / Mounted Elf Bow
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]							
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Samurai Cavalry								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Heavy Riders (Knights)	26	10	0	4	3	3	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]							
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]							
Fearsome	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]							
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]							

Skirmishing Samurai or Ashigaru with Yumi								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Elf Bow / Crossbow / Longbow
Agile	No penalties in Rough Terrain [pg67]							
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							

"Be swift as the wind, silent as the forest,
fierce as fire, steady as a mountain."

Takeda Shingen – The Tiger of Kai



THIS MATTER WILL BE RESOLVED WITH SPEARS AND NAGINATA

FORCE 23 SAMURAI 400 PTS.

TOTAL POINTS: 402			
Hero Points: 99	Units Points: 303	Reputation: 41	Reputation Tokens: 11

Heroes

Mori Takeshi – Sotaisho (Army Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	32	3	0	3	2	4	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Mounted	May move 2 ST per Movement Action [pg73]						
Jinmaku (Commander's Tent)	See Jinmaku Trait. May issue Army Commander's Mighty Deeds to Heroes within 6 ST in Phase 1. Add +1 Reputation in Phase 7 from Turn 3 onwards. Lose 2 Reputation if Jinmaku attacked; lose 1 Reputation if Army Commander leaves Jinmaku; Jinmaku then ceases to have any effect.						

Takeda Osamu – Taisho (Sonae/ Contingent Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	3	2	2	None
Today We Fight to Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						
Mounted	May move 2 ST per Movement Action [pg73]						

Kuroda Ryunosuke – Taisho (Sonae/ Contingent Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

Sanada Shingen – Taisho (Sonae/ Contingent Commander)							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	15	2	0	3	2	2	None

Imagawa Tsuyoshi – Samurai champion							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	3	1	1	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						

Units

Samurai with Yari and Katana								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry)	31	12	0	4	4	3	None
Spears as Tribute	Add +2 Combat Dice while at full Stamina [pg70]							
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							

Trained Ashigaru with Nagae-Yari								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
3	Warriors (Heavy Infantry)	24	12	0	3	4	2	None
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Nagae-Yari (Long Spears)	Unit gains +2 Support Dice against Light and Heavy Riders when fighting to the front in open terrain. Heavy Cavalry (Knights) lose Thunderous Charge Trait when attacking the front of a Nagae-Yari Unit.							

Trained Ashigaru with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Formed Archers)	26	8	8	2	4	3	Bow / Mounted Elf Bow
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							

Untrained Ashigaru with Nagae-Yari								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	16	12	0	2	4	2	None
Reluctant	Must pass a Command Test for every Movement Action [pg69]							
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]							
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							
Nagae-Yari (Long Spears)	Unit gains +2 Support Dice against Light and Heavy Riders when fighting to the front in open terrain. Heavy Cavalry (Knights) lose Thunderous Charge Trait when attacking the front of a Nagae-Yari Unit.							

Untrained Ashigaru with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	23	8	8	2	4	2	Bow / Mounted Elf Bow

Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]
Reluctant	Must pass a Command Test for every Movement Action [pg69]
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.

Samurai Cavalry								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Heavy Riders (Knights)	26	10	0	4	3	3	None

Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]
Fearsome	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]

Skirmishing Samurai or Ashigaru with Yumi								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Elf Bow / Crossbow / Longbow

Agile	No penalties in Rough Terrain [pg67]
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]

"Life lasts but fifty years.
Compared to the realm of heaven,
it is nothing but a fleeting dream or illusion.
No one lives forever once born"

Oda Nobunaga

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Ikko-Ikki Army List

These sample Ikko Ikki Forces contain a wide variety of troop types, including Sohei (warrior monks), Ronin (masterless Samurai) and armed peasants.

The Forces feature a large number of Teppo-armed troops, including Tepposhu marksmen in the 400 point version.

The Sohei with naginata were especially dangerous in close combat and have been given the new Trait *Fanatical*.

Once again, all names of Heroes are fictional.

Force 24 Ikko-Ikki 300 pts.

Total Points: 298			
Hero Points: 84	Units Points: 214	Reputation: 33	Reputation Tokens: 9

Heroes

Hideo Okada – Sohei Commander							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	30	3	0	3	2	4	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
I Foretell Mighty Deeds	Once per game, may expend 1 Mighty Deed in Phase 7; a friendly Hero gains +d3 additional Mighty Deeds in Phase 1 of the next turn [72]						
Omens	May expend 1 Mighty Deed in Phase 1 of Turn 1 to read Omens [pg73]						

Kaito Ishii							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Today We Fight to Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Kenta Ogawa, Sohei gunnery master							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
On My Command, Unleash Hell	Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]						

Noboru Goto, Sohei Champion							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	16	1	0	3	1	2	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

Units

Sobei with Naginata								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	26	12	0	3	4	3	None
Fanatical	Hits on a 4+ in Melee Combat when Unit is at full strength.							

Sobei with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	24	8	8	2	4	2	Bow / Mounted Elf Bow
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							

Warriors with Hand Weapons & Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry with Missiles)	26	10	5	3	4	3	Bow / Mounted Elf Bow
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							

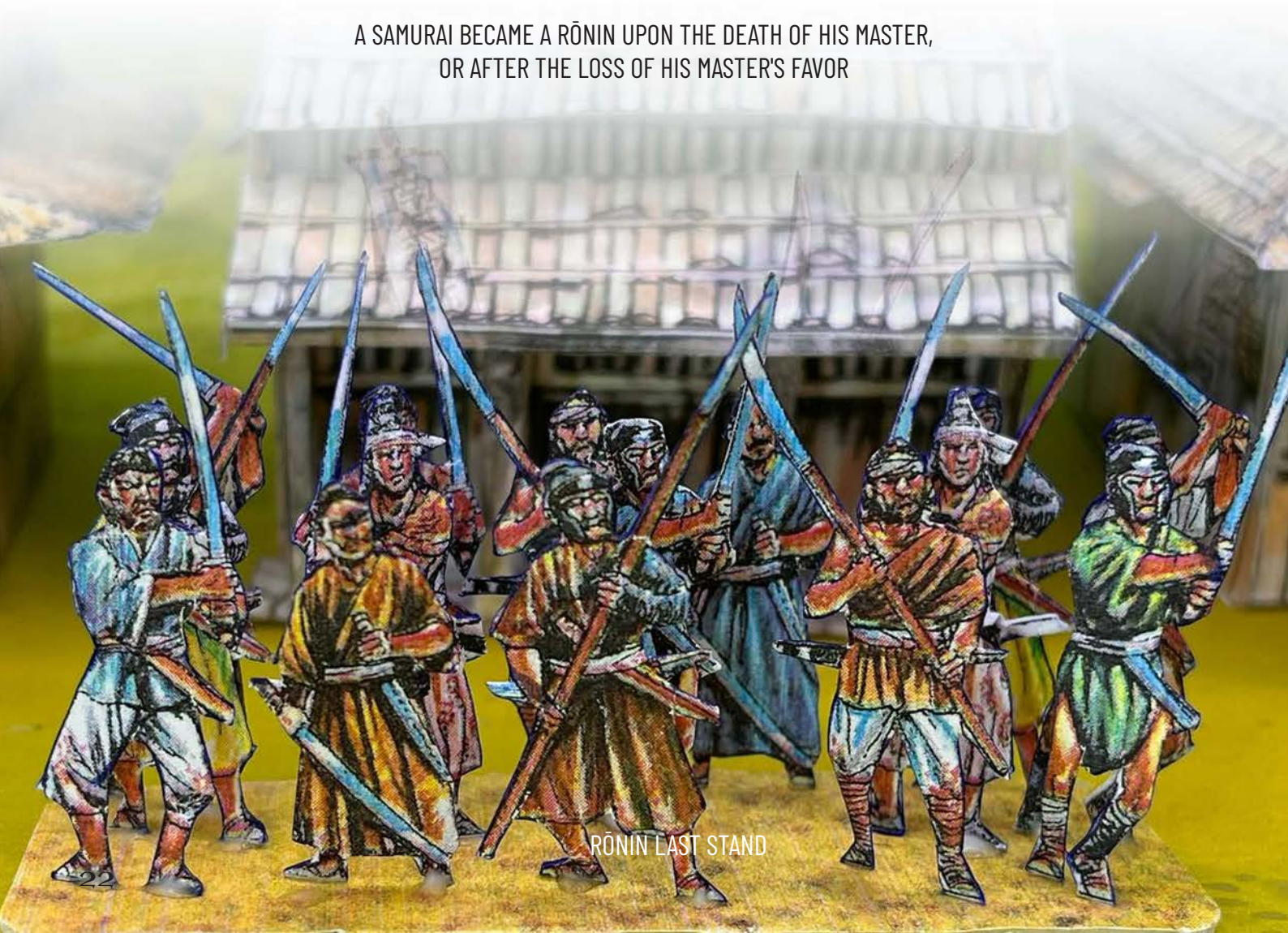
Armed Peasants								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
4	Warriors (Hordes)	9	8	0	2	4	1	None
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]							
Reluctant	Must pass a Command Test for every Movement Action [pg69]							

Ronin								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry with Missiles)	25	10	5	3	4	3	Elf Bow / Crossbow / Longbow
Spears as Tribute	Add +2 Combat Dice while at full Stamina [pg70]							
Reluctant	Must pass a Command Test for every Movement Action [pg69]							

Skirmishers with Yumi								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Elf Bow / Crossbow / Longbow
Agile	No penalties in Rough Terrain [pg67]							
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							

浪人

A SAMURAI BECAME A RŌNIN UPON THE DEATH OF HIS MASTER,
OR AFTER THE LOSS OF HIS MASTER'S FAVOR



RŌNIN LAST STAND



UNYIELDING DEVOTION, COLLECTIVE FURY, AND CHAOTIC, YET UNIFIED REBELLION.

Force 24 Ikko-Ikki 400 pts.

Total Points: 400			
Hero Points: 115	Units Points: 285	Reputation: 44	Reputation Tokens: 11

Heroes

Hideo Okada – Sohei Commander							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	30	3	0	3	2	4	None
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
I Foretell Mighty Deeds	Once per game, may expend 1 Mighty Deed in Phase 7; a friendly Hero gains +d3 additional Mighty Deeds in Phase 1 of the next turn [72]						
Omens	May expend 1 Mighty Deed in Phase 1 of Turn 1 to read Omens [pg73]						

Jiro Inoue							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						

Kaito Isbii							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Today We Fight to Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Kenta Ogawa, Sohei gunnery master							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
On My Command, Unleash Hell	Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]						

Noboru Goto, Sohei Champion							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	16	1	0	3	1	2	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

Tadashi Endo, Ronin Champion							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	3	1	1	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						

Units

Sobei with Naginata								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry)	26	12	0	3	4	3	None
Fanatical	Hits on a 4+ in Melee Combat when Unit is at full strength.							

Sobei with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	24	8	8	2	4	2	Bow / Mounted Elf Bow
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							

Tepposhu Marksmen								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	27	8	8	2	4	3	Bow / Mounted Elf Bow
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							
Marksman	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]							

Warriors with Hand Weapons & Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry with Missiles)	26	10	5	3	4	3	Bow / Mounted Elf Bow
Teppo (Firearms)	Reduces Armour of target by -1 (min 2) when shooting at enemy in Killing Zone. If shooting when charged to the front, charging enemy has Armour reduced by -1 (min 2) against all Combat Dice in the first round only. Teppo Units that take two Movement Actions or Change Facing gain a Shot marker.							

Armed Peasants								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
6	Warriors (Hordes)	9	8	0	2	4	1	None
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]							
Reluctant	Must pass a Command Test for every Movement Action [pg69]							

Ronin								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry with Missiles)	25	10	5	3	4	3	Elf Bow / Crossbow / Longbow
Spears as Tribute	Add +2 Combat Dice while at full Stamina [pg70]							
Reluctant	Must pass a Command Test for every Movement Action [pg69]							

Skirmishers with Yumi								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Elf Bow / Crossbow / Longbow
Agile	No penalties in Rough Terrain [pg67]							
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							

"Life is like unto a long journey with a heavy burden. Let thy step be slow and steady, that thou stumble not"

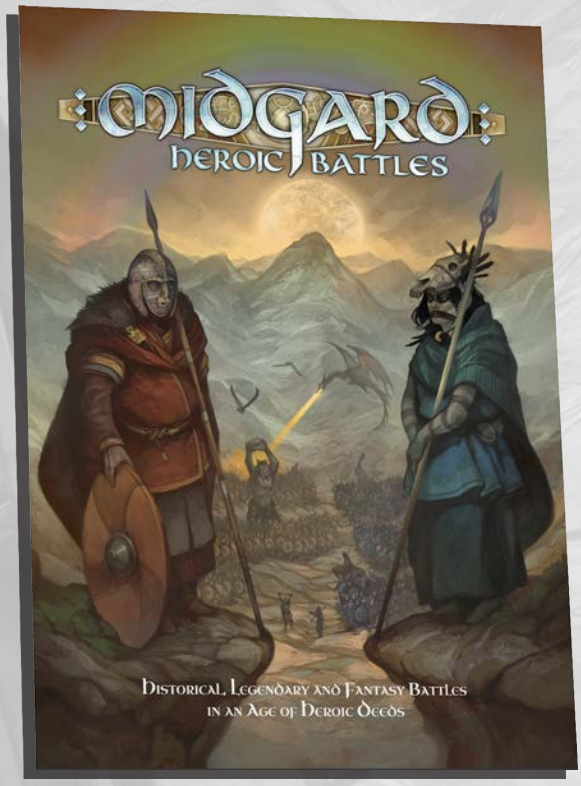
Tokugawa Ieyasu



MOUNTED DAIMYOS DRAWN BY MASTER ILLUSTRATOR PETER DENNIS
WITH THE OVERLAYED KANJI FOR "DAIMYO" MEANING "GREAT NAME".

Welcome to Midgard Heroic Battles

CREATED BY JAMES MORRIS AND PUBLISHED BY REISSWITZ PRESS (TOOFATLARDIES),
MIDGARD HEROIC BATTLES IS A FAST-PLAYING, MINIATURES-AGNOSTIC TABLETOP WARGAME
DESIGNED TO RECREATE TACTICAL, RANK-AND-FLANK WARFARE
INFUSED WITH THE SPIRIT OF MYTH, SAGA,
AND LEGENDARY LEADERSHIP.

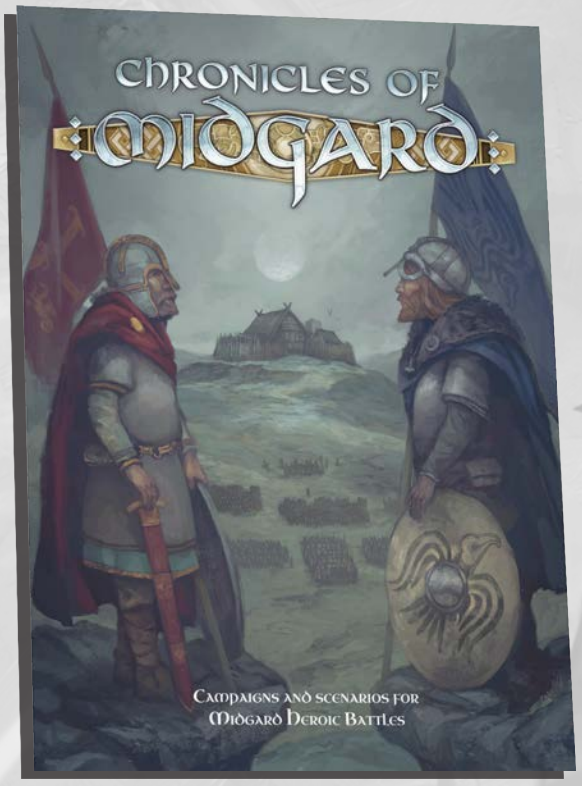


Core Rules

Rather than getting bogged down in rigid historical simulations, Midgard focuses on the pulse-pounding drama of the front lines: units clash in brutal shield-walls, while mighty Heroes step forward to issue single-combat challenges, perform Mighty Deeds, and sway the tide of battle.

Utilising a flexible, abstract measurement system (using "Spear Throws") and an army-wide Reputation mechanic where daring deeds boost morale and disasters threaten total rout, the rules offer deep tactical choices without the clutter of complex tables.

Whether played with a handful of models or massive armies, Midgard provides a streamlined engine where generalship, aggressive momentum, and heroic flair win the day.



Campaign Expansion

The Chronicles of Midgard is the official campaign expansion for Midgard Heroic Battles.

It introduces a map-based campaign system where two Courts of Heroes compete for renown, alongside 15 dynamic new scenarios featuring ambushes, broken terrain, and fortifications.

The supplement also includes From Athelney To Ethandun—a complete historical campaign pitting Alfred the Great against the Vikings in 878 AD—complete with detailed Muster Rolls and force-creation appendices.

Note: Requires a copy of the Midgard Heroic Battles core rules.


MIDGARD
HEROIC BATTLES
HISTORICAL, LEGENDARY,
AND FANTASY BATTLES
IN AN AGE OF HEROIC DEEDS