

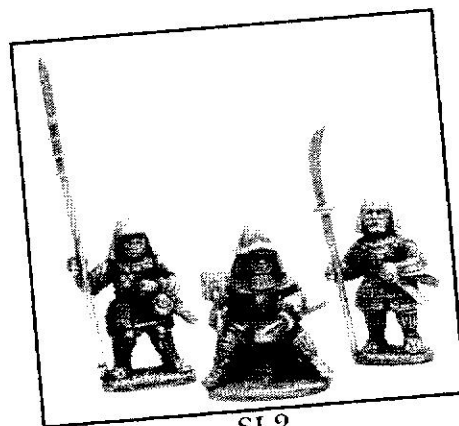
28mm

SAMURAI

~ AGE OF WAR - 16THC

SAMURAI LORD

SL2 Tokugawa Ieyasu - Seated with 2 retainers



SL2

SAMURAI INFANTRY

FS12 Samurai attacking - Katana *

FS13 Samurai in Jinbaori with Katana

FS14 Samurai loading arquebus *

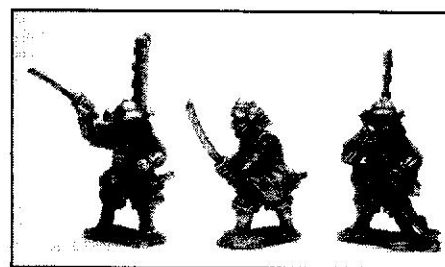
FS15 Samurai in Jinbaori with (a) Yari (b) Naginata

FS16 Samurai commander - raised Katana *

FS17 Ashigaru standing with;

(a) Yari (b) Naginata (c) Arquebus (d) Bow (e) No-dachi (f) Standard *

FS18 Ashigaru - bareheaded standing - choice of weapons as above



FS12

FS13

FS14

SAMURAI CAVALRY (horse not included)

MS4 Samurai attacking - bareheaded - raised Katana *

MS5 Samurai - Jinbaori - firing matchlock pistol

MS6 Samurai - casual pose - choice of weapons;

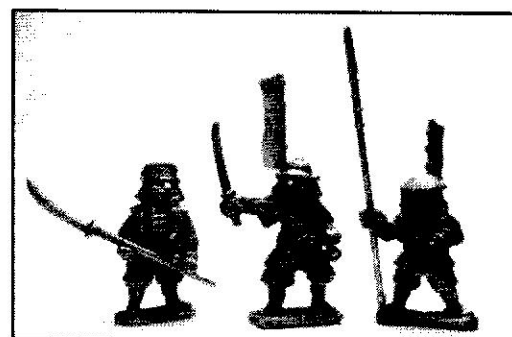
(a) Yari (b) Naginata (c) Arquebus (d) Pistol (e) No-dachi

(f) Bow (g) Katana (h) Warfan *

NB. Figures marked thus *

will accept optional sashimono banner. (Not supplied with figure)

All Samurai Cavalry will fit all Samurai horses.



FS15

FS16

FS17

EARLY SAMURAI 12TH - 14TH C

KS25 Samurai wielding - (a) Yari (b) Naginata

KS26 Ashigaru charging - (a) Yari (b) Naginata

MOUNTED SAMURAI LORD (horse not included)

KSL1 Shoni no kagesuke

Instrumental in repelling the Mongol invasions in 1181

A ruthless but skilled commander in the field.



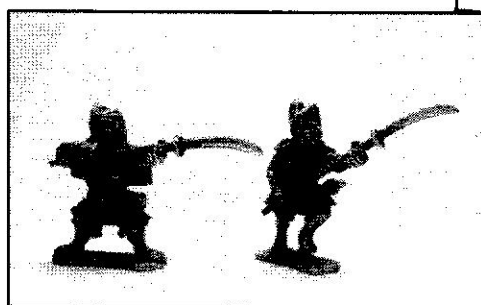
FS18

KSL1



MS4

MS5



KS25

KS26



MS6

DIXON MINIATURES,

Spring Grove Mills, Linthwaite, Huddersfield, West Yorkshire HD7 5QG.

Telephone: 01484 846162 Email - dixonminis@talk21.com

SAMURAI 25mm

OF THE KAMAKURA PERIOD (12th-14th Century)

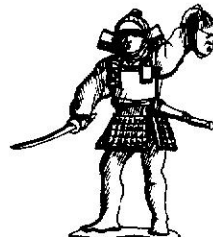
Introducing completely new additions to our existing SAMURAI ranges, these figures represent the earlier period, in SAMURAI history from the Gempei War (1180-1185) when the Taira & Minamoto clans battled in bloody struggle for power, through the Mongol invasions (1274-1281) to the fall of the Hojo regency in Kamakura & the beginning of the power of the Shoguns.

SAMURAI FOOT

- KS1 Samurai 'cleaning' no-dachi
- KS2 Samurai brandishing severed head
- KS3 Samurai standing with severed head on naginata
- KS4 Samurai standard bearer charging
- KS5 Samurai wielding no-dachi overhead
- KS6 Samurai charging with 2 handed sword
- KS7 Samurai advancing - naginata
- KS8 Samurai charging (a) naginata or (b) sword
- KS9 Ashigaru advancing (a) naginata or (b) sword
- KS10 Ashigaru - wielding naginata
- KS11 Samurai - wielding naginata
- KS12 Ashigaru kneeling - naginata
- KS13 Samurai marching naginata over shoulder
- KS14 Samurai on the march with severed head on naginata
- KS15 Warrior monk on the march - naginata over shoulder
- KS16 Warrior monk in full robes
- KS17 - wielding (a) naginata or (b) sword
- KS18 Woman Samurai - full armour with naginata
- KS19 Wounded Samurai on ground
- KS20 Ashigaru falling - arrow in chest
- KS21 Dead foot soldier
- KS22 Dead headless Samurai
- KS23 Ashigaru charging - naginata
- KS24 Armoured peasant - bamboo spear or naginata
- Samurai bowman



KS1



KS2



KS3



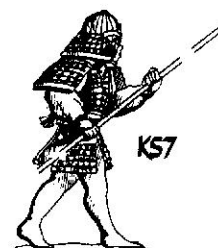
KS4



KS5



KS6



KS7



KS8



KS9



KS10



KS11



KS12



KS13



KS14



KS15



KS16



KS17



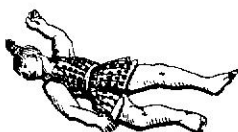
KS18



KS19



KS20



KS21



KS22



KS23



KS24

Prices - Foot Samurai - 85p each
Standard Bearer - £1.20 each

DIXON MINIATURES

Spring Grove Mills, Linthwaite, Huddersfield, West Yorkshire, England, HD7 5QG.

Telephone/Fax: 01484 846162

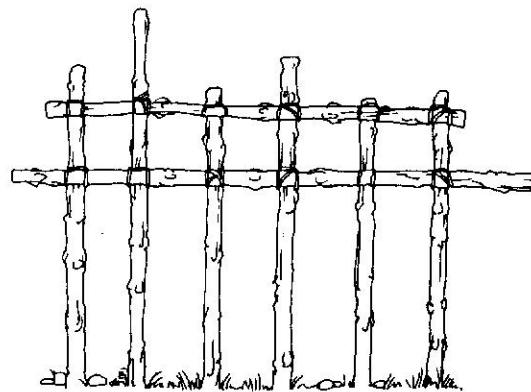
25mm

SAMURAI

Battlefield Accessories

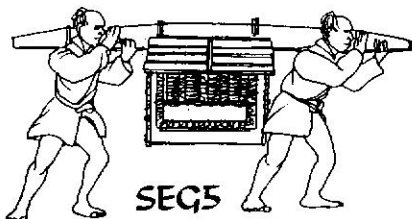
- PAL1 - PALISADE x 1 (55cmh x 7cm)
- SEG5 - Nobleman's KAGO carried by 2 bearers
- *SEG6 - Maku screens x 3 (each approx. 35cmh x 7cm)
- SEG7 - Rice cart
- SEG8 - Camp brasier (used to light & warm the camp)
- HO1 - HORO - worn on the back of a Samurai, an added protection against arrows. It was made of bamboo framework covered in silk.
- *MAKU SCREENS - Different uses

Maku screens had various and ingenious uses on the battlefield. Primarily as 'Privacy Screens' by Generals in camp and after the battle. Victorious Generals would view the severed heads of the enemy. They were also used to divide and channel an attacking enemy into a chosen area in order to hamper his movements and force him to conform to your strategies. Also to hide and conceal reserve troops from the enemy.

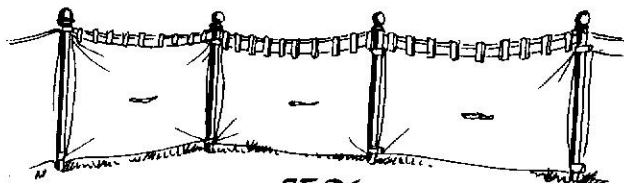


PAL1

PAL1 - Shown smaller than actual size

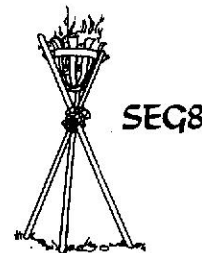


SEG5

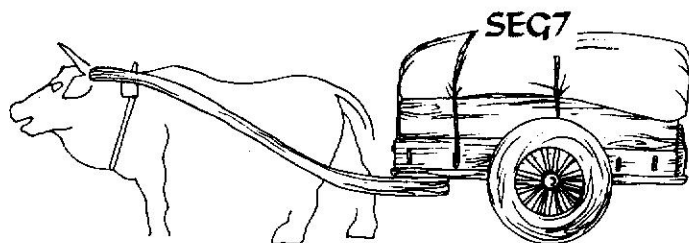


SEG6

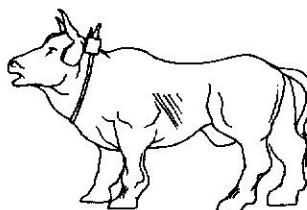
SEG6 - Shown smaller than actual size



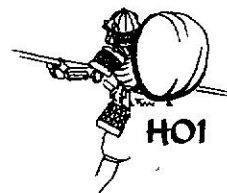
SEG8



SEG7



OX2 - Yoked Oxen suitable for pulling wagons etc.



HO1

SAMURAI - RONIN

"The Masterless Warrior"

- SR1 - Ronin with bow (3 pack)
- SR2 - Ronin with sword (3 pack)
- SR3 - Ronin with Naginta & Yari (3 pack)
- SR4 - Ronin with Naginta & sword (3 pack)

All above supplied in packs of 3 @ £2.40



SR1



SR2



SR3



SR4

SAMURAI—25mm Scale

Ideal for Wargames, Fantasy Games or just Display, the following range of intricately cast and sculptured figures faithfully represent the massive Samurai armies of Old Japan.

The word SAMURAI means servant and the true Samurai was dedicated to the service of his Lord, preferring to die rather than surrender.

Usually 2 swords would be worn, the TACHI which was suspended from the waist OR the KATAN which was pushed through the waist sash the opposite way to the TACHI. In addition to either was worn the WAKIZASHI (short sword) which was tucked in the UWA-OBI (belt). Occasionally a large sword, or NO-DACHI was used in addition. This could be up to 7ft long and used with devastating effect. Other weapons of the Samurai were the YARI (or spear) and the deadly NAGINATA, like a large blade attached to the end of a pole.

The Samurai's armour consisted of lacquered metal plates fastened together with coloured silk braid. Higher ranking Samurai would decorate their helmets either with horns or build them up in leather or paper to appear more fearsome!

Many of the following range of figures have open hands to allow a number of alternative weapons to be attached. The choices, where applicable, are listed as a, b or c etc.

All Samurai are fully armoured with helmet unless otherwise stated.

EARLY SAMURAI—12th-14th Century

These figures will also fit in well with the later 16th-17th century Samurai as many later Samurai inherited armour from their ancestors.

INFANTRY—fully armoured with helmet unless otherwise stated.

- 25-10 Samurai archer shooting bow.
- 25-11 Samurai wielding No-Dachi.
- 25-12 Samurai archer, light armour, wearing Eboshi.
- 23-13 Samurai charging with (a) Yari (b) Naginata.
- 25-14 Samurai marching, light armour, wearing Eboshi with (a) Yari, (b) Naginata, (c) No-dachi.
- 25-15 Peasant marching, frontal armour & conical hat with (a) Yari, (b) Naginata, (c) No-dachi.
- 25-16 Peasant charging, frontal armour & conical hat with (a) Yari, (b) Naginata.
- 25-85 Peasant advancing, loincloth only with (a) Yari, (b) Naginata.
- 25-21 Monk archer, headband, shooting bow.

CAVALRY—fully armoured with helmet unless otherwise stated (horse not included)

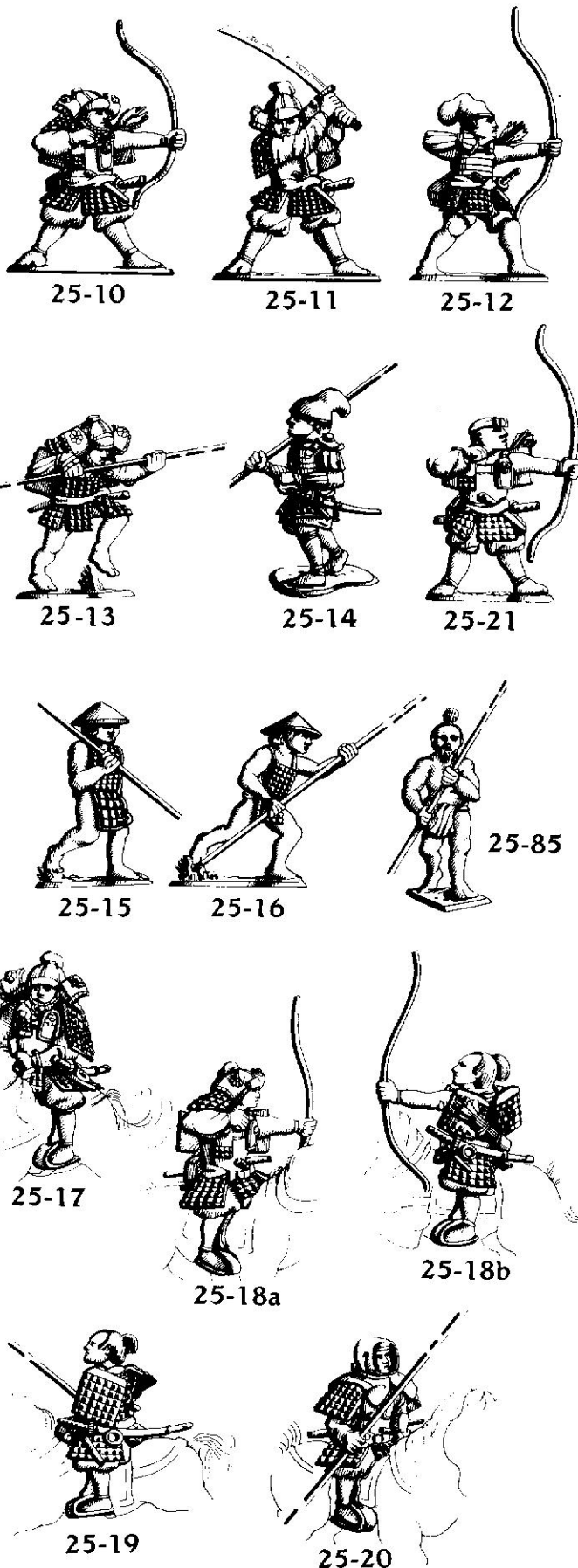
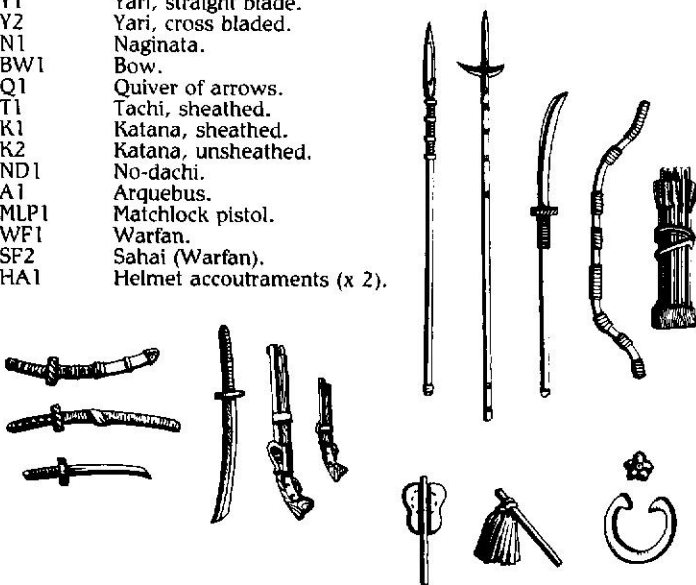
- 25-17 Samurai carrying (a) Yari, (b) Naginata, (c) No-dachi, (d) Bow.
- 25-18a Samurai, shooting bow.
- 25-18b Samurai, bareheaded shooting bow.
- 25-19 Samurai, bareheaded, carrying (a) Yari, (b) Naginata, (c) No-dachi, (d) Bow.
- 25-20 Monk, headcowl, choice of weapons as 25-27 and 19.

When ordering please state which weapon required (if applicable) e.g.:— 25-15a, b or c.

SAMURAI WEAPONRY

In addition to weapons supplied with the figures, weapons may be supplied separately as follows:

- Y1 Yari, straight blade.
- Y2 Yari, cross bladed.
- N1 Naginata.
- BW1 Bow.
- Q1 Quiver of arrows.
- T1 Tachi, sheathed.
- K1 Katana, sheathed.
- K2 Katana, unsheathed.
- ND1 No-dachi.
- A1 Arquebus.
- MLP1 Matchlock pistol.
- WF1 Warfan.
- SF2 Sahai (Warfan).
- HA1 Helmet accoutrements (x 2).



SAMURAI—IN 'THE AGE OF WARS' —16th-17th Century

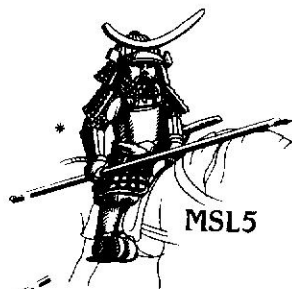
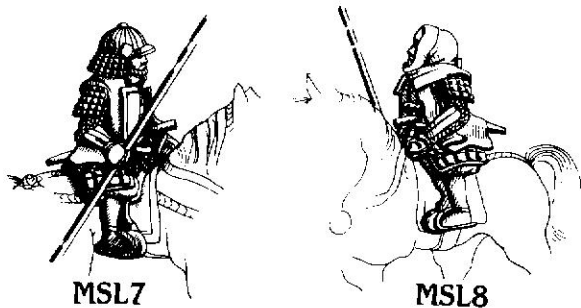
So called because of the turmoil of the country at the time in which the War Barons (or Daimyo) struggled for control of separate independent Kingdoms. At this time their armies were better organized and bigger than ever before with the introduction of the Arquebus in 1543 by the Portuguese playing a fundamental part against older fashioned forms of warfare, notably at Nagashino in 1575. Some of the following represent actual characters of the period.

MOUNTED SAMURAI LORDS (Horse not included)

- MSL1 Kato Kiyomasa—
Instrumental in the invasion of Korea in 1592, where he killed a tiger in face to face combat.
- MSL2 Kuroda Nagamasu—
Also in the invasion of Korea.
- *MSL3 Tokugawa Ieyasu—
Depicted in the Spanish armour in which he won the battle of Sekigahara in 1600.
- *MSL4 Ii Naotaka—
Equipped all his army in red armour. Fought at Osaka castle in 1615.
- *MSL5 Date Masamune—
Wearing the 'Yukinoshita—Do' bullet proof armour in which he equipped all his retainers.
- *MSL6 Honda Tadakatsu—
Subordinate of Tokugawa he wore a Buddhist rosary slung his armour and lacquered wooden antlers.
- MSL7 Samurai Lord wearing Kabuto & Jinboari.
- MSL8 Vesugi Kenshin c1570—
One of the most distinguished Samurai, being a Monk and wearing the usual headcowl.
- *MSL9 Maeda Toshie c1598—
Renowned for his superb gold armour.
- MSL10 Mounted Samurai Lord wearing Jinboari & Mask.

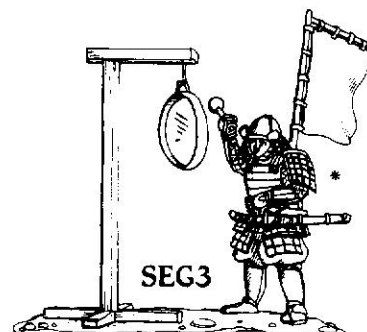
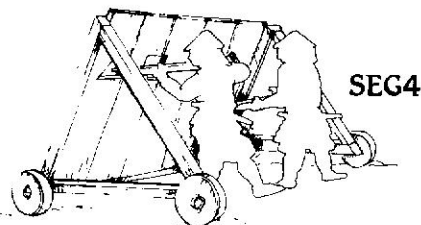
All Mounted Samurai Lords come with a choice of the following weapons:
(a) Yari, (b) Naginata, (c) Arquebus, (d) Matchlock pistol, (e) No-dachi, (f) Bow, (g) Katana, (h) War-jan

All figures marked with the symbol * will accept OPTIONAL SASHIMONO banner.



VIGNETTE SETS:—

- SL1 Seated General with 2 retainers:
Typical General of the 'Age of War' with animal skin covered seat. (Retainers supplied with Sashimono).
- SEG1 Light field gun with commander & 2 crew with ammunition box & integral base.
- SEG2 Large Drum (Taiko) with Ashigaru drummer, complete with integral base.
- SEG3 War Gong with Samurai 'instrumentalist' on integral base.
- SEG4 Mantlet—Large mobile pavisé or shield for use with arquebusiers, archers & spearmen etc. (Figures not included).



SAMURAI INFANTRY—'Age of War'

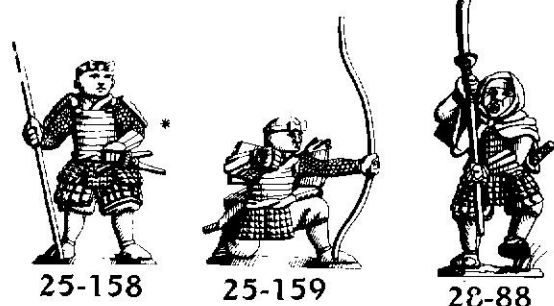
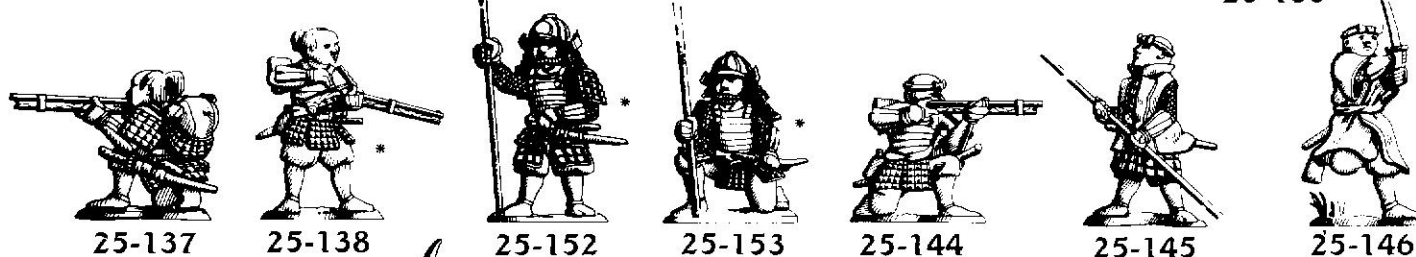
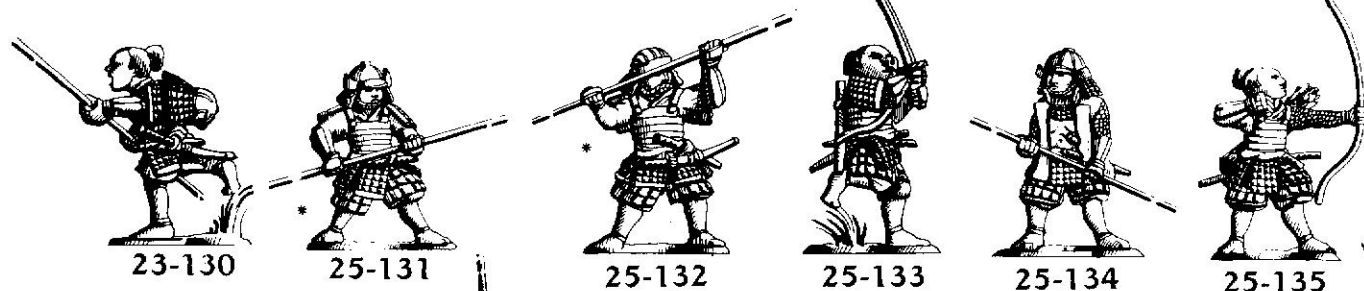
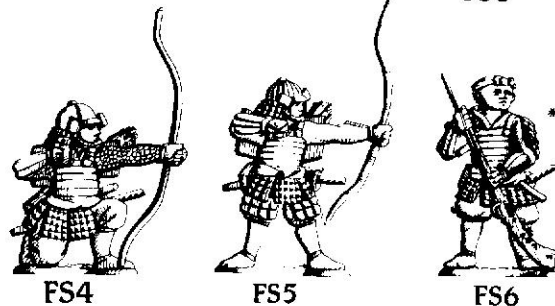
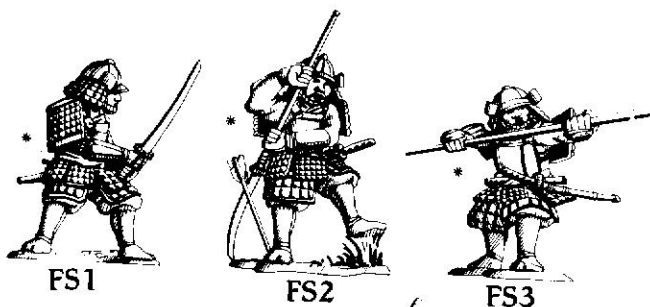
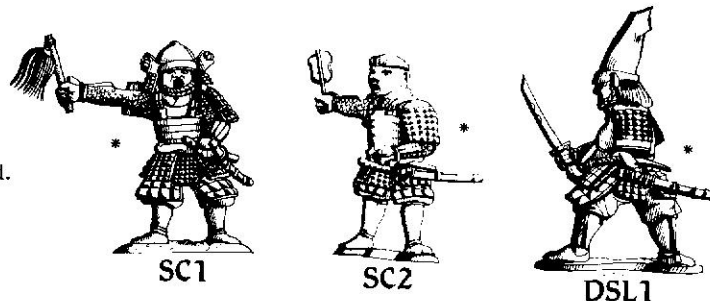
COMMANDERS

- *SC1 Samurai Commander waving Saihai (War-fan)
- *SC2 Monk in headband waving War-fan
- *DSL1 Dismounted Samurai Lord—Maeda Toshie—on guard with sword.

SAMURAI

- *FS1 Samurai on guard with Katana.
- *FS2 Samurai deflecting arrows with Naginata.
- *FS3 Samurai charging (a) with Yari (b) with Naginata.
- *FS4 Samurai kneeling shooting bow.
- FS5 Samurai standing shooting bow.
- *FS6 Monk in headband ramming Arquebus.
- *FS7 Monk on guard with sword-headband.
- *FS8 Monk charging (a) with Yari, (b) with Naginata.
- *FS9 Samurai, bareheaded, running with choice of: (a) Yari, (b) Naginata, (c) Arquebus, (d) Bow, (e) No-dachi.
- *FS10 Samurai wielding (a) Yari, (b) Naginata.
- *FS11 Monk—headband—running, with choice of weapons as FS9.
- *23-130 Samurai—bareheaded—charging with (a) Yari, (b) Naginata.
- *25-131 Samurai thrusting with (a) Yari, (b) Naginata.
- *25-132 Samurai thrusting overhead with (a) Yari, (b) Naginata.
- 25-133 Samurai—bareheaded—wielding No-dachi.
- 25-134 Samurai in Jinboari with (a) Yari, (b) Naginata.
- 25-135 Samurai archer—bareheaded—shooting bow.
- 25-137 Samurai—bareheaded—kneeling firing arquebus.
- *25-138 Samurai—bareheaded—priming arquebus.
- *25-152 Samurai standing with (a) Yari, (b) Naginata, (c) No-dachi, (d) Bow.
- *25-153 Samurai kneeling—choice of weapons as 152.
- 25-144 Monk—headband—kneeling, firing arquebus.
- 25-145 Monk—in headband & Jinboari—standing with (a) Yari, (b) Naginata.
- 25-146 Monk in robes—headband—wielding No-dachi.
- *25-158 Monk—headband—standing with (a) Yari, (b) Naginata, (c) Arquebus, (d) Bow, (e) No-dachi.
- 25-159 Monk archer—headband—kneeling shooting bow.
- 28-88 Monk in headcowl—wielding Naginata.

All figures marked with the symbol* will accept OPTIONAL SASHIMONO banner.

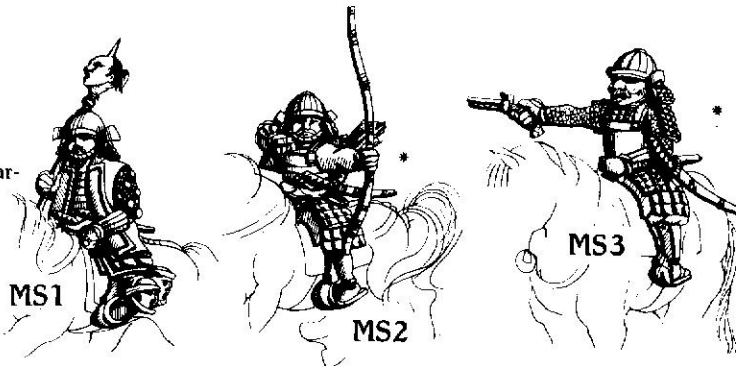


SAMURAI TERMINOLOGY

- Yari—Spear
- Naginata—Pole Weapon or Glaive.
- No-dachi—Large Sword.
- Katana—Standard Sword—usually worn pushed through waist sash.
- Tachi—Standard Sword, worn suspended from waist other way up from Katana.
- Wakizashi—Short Sword.
- Kabuto—Helmet.
- Eboshi—Tall felt hat usually worn underneath the helmet.
- Jingasa—Conical hat worn by Ashigaru.
- Jin boari—Surcoat worn over armour.

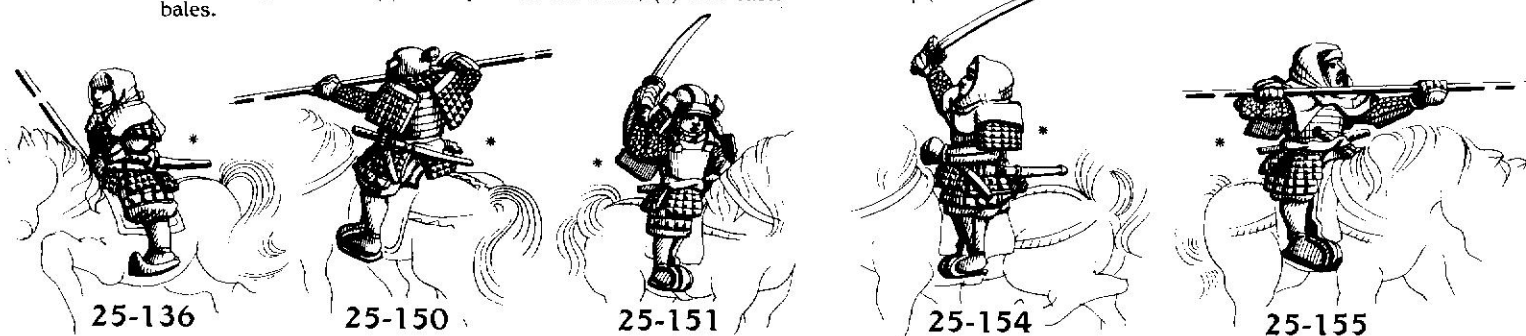
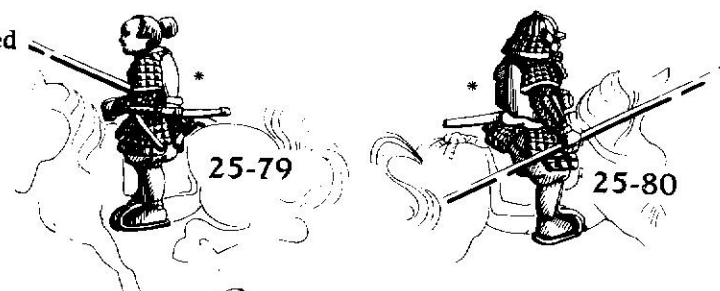
SAMURAI CAVALRY (horse not included)

- MS1 Samurai in junbaori complete with selection of severed heads!
 *MS2 Samurai Archer shooting bow.
 *MS3 Samurai firing matchlock pistol.
 *25-79 Samurai, bareheaded, with choice of: (a) Yari, (b) Naginata, (c) Arquebus, (d) Pistol, (e), No-dachi, (f) Bow, (g) Katana, (h) War-fan.
 *25-80 Samurai wearing Kabuto, choice of weapons as above.
 *25-136 Samurai Monk in headcowl, choice of weapons as above.
 *25-150 Samurai wielding pole weapon, choice of (a) Yari, (b) Naginata.
 *25-151 Samurai brandishing sword.
 *25-154 Monk in headcowl, wielding sword.
 *25-155 Monk in headcowl, wielding (a) Yari, (b) Naginata.

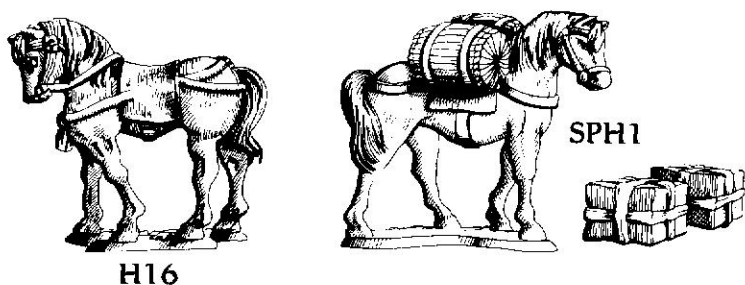
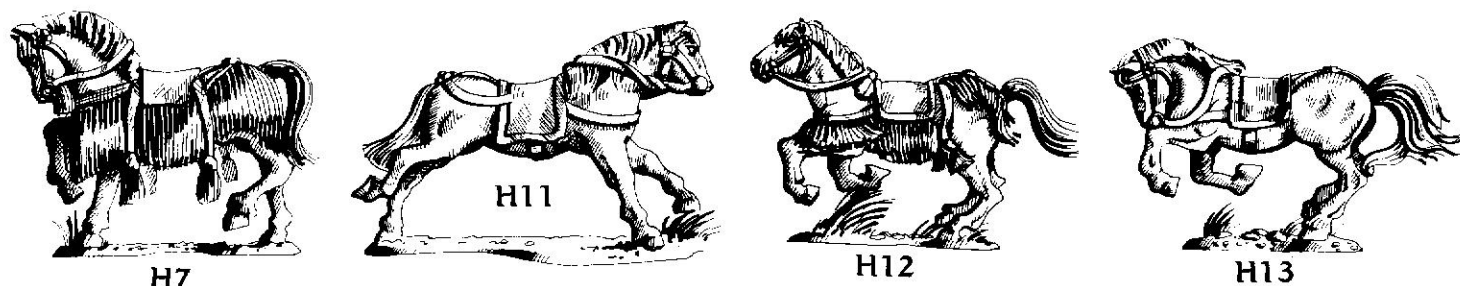
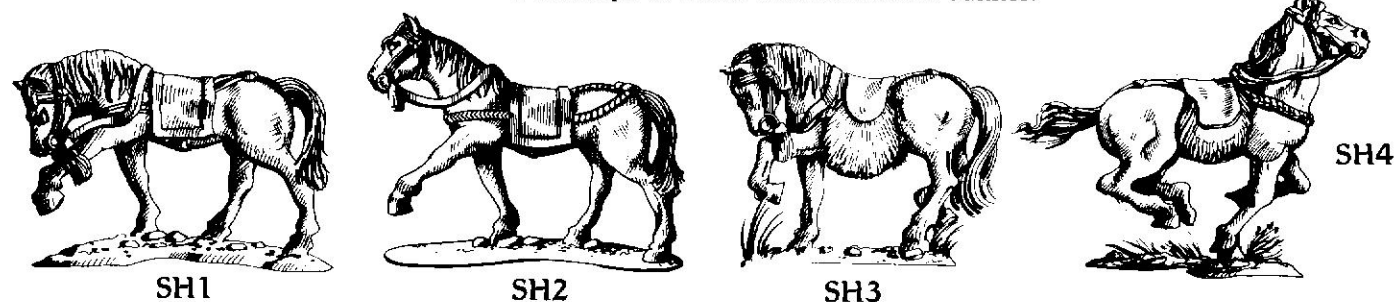


SAMURAI HORSES—Suitable for all Samurai Cavalry & Mounted Samurais Lords.

- SH1 Horse walking, head bowed.
 SH2 Horse walking, head up.
 SH3 Horse trotting.
 SH4 Horse at full gallop.
 H7 Decorated Horse trotting.
 H11 Horse at full gallop—outstretched.
 H12 Decorated horse at full gallop.
 H13 Light horse at full gallop.
 H16 Horse standing, head bowed.
 SPH1 Samurai's pack horse (a) with cylindrical rice bales, (b) with cubic bales.



All figures marked with the symbol * will accept OPTIONAL SASHIMONO banner.

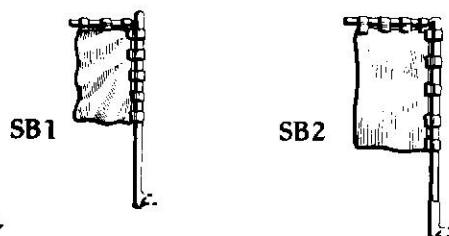


SASHIMONO BANNERS

The Sashimono, usually of bamboo framework and silk, was attached to the Samurai's back with the Mon of his clan painted on for identification.

- SB1 Medium sized Sashimono.
 SB2 Large Sashimono.

All figures marked with the symbol * will accept OPTIONAL Sashimono.



SAMURAI INFANTRY—'Age of War'

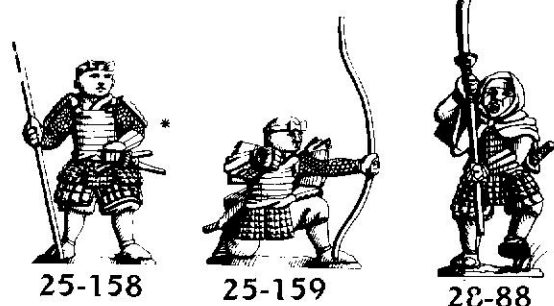
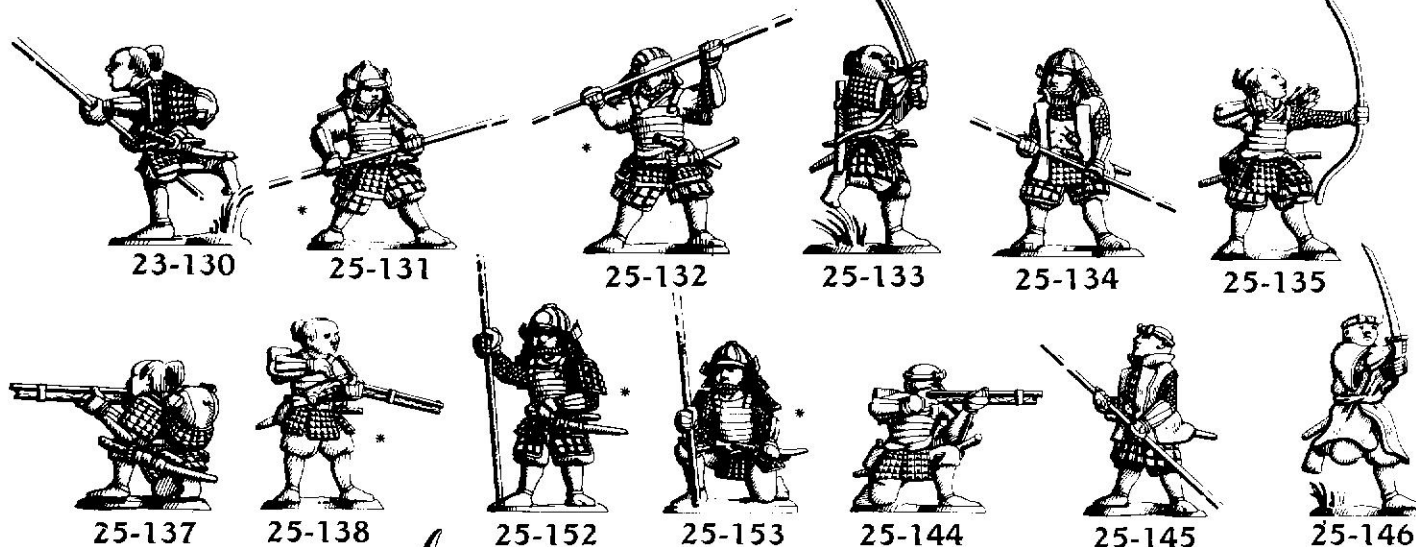
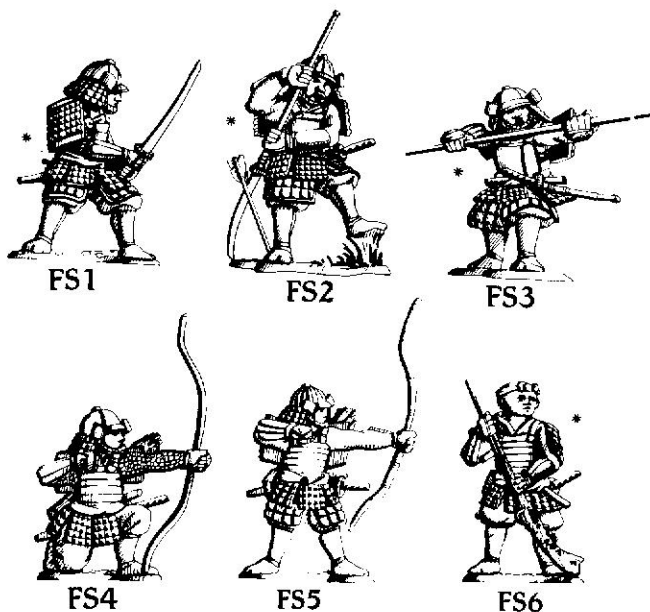
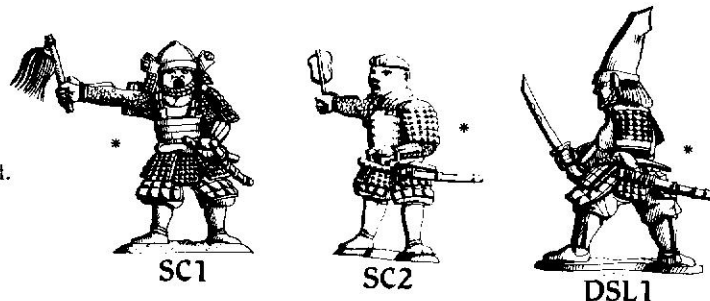
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- *DSL1 Dismounted Samurai Lord—Maeda Toshiie—on guard with sword.

SAMURAI

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- FS5 Samurai standing shooting bow.
- *FS6 Monk in headband ramming Arquebus.
- *FS7 Monk on guard with sword-headband.
- *FS8 Monk charging (a) with Yari, (b) with Naginata.
- *FS9 Samurai, bareheaded, running with choice of: (a) Yari, (b) Naginata, (c) Arquebus, (d) Bow, (e) No-dachi.
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- *25-138 Samurai—bareheaded—priming arquebus.
- *25-152 Samurai standing with (a) Yari, (b) Naginata, (c) No-dachi, (d) Bow.
- *25-153 Samurai kneeling—choice of weapons as 152.
- 25-144 Monk—headband—kneeling, firing arquebus.
- 25-145 Monk—in headband & Jinboori—standing with (a) Yari, (b) Naginata.
- 25-146 Monk in robes—headband—wielding No-dachi.
- *25-158 Monk—headband—standing with (a) Yari, (b) Naginata, (c) Arquebus, (d) Bow, (e) No-dachi.
- 25-159 Monk archer—headband—kneeling shooting bow.
- 28-88 Monk in headcowl—wielding Naginata.

All figures marked with the symbol* will accept OPTIONAL SASHIMONO banner.



SAMURAI TERMINOLOGY

- Yari—Spear
- Naginata—Pole Weapon or Glaive.
- No-dachi—Large Sword.
- Katana—Standard Sword—usually worn pushed through waist sash.
- Tachi—Standard Sword, worn suspended from waist other way up from Katana.
- Wakizashi—Short Sword.
- Kabuto—Helmet.
- Eboshi—Tall felt hat usually worn underneath the helmet.
- Jingasa—Conical hat worn by Ashigaru.
- Jin boori—Surcoat worn over armour.

ASHIGARU--The Common Foot Soldier

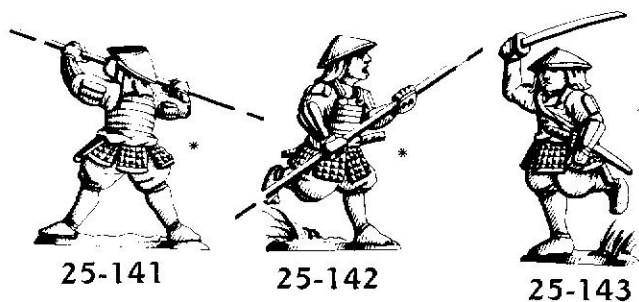
As warfare became more sophisticated the Shogunate began to realize the importance of the common farmer as something more valuable than "cannon fodder". Therefore the peasant came into his own as an efficient and reliable fighting man often becoming a fully fledged Samurai and in some cases even Shoguns. The word "Ashigaru" means "light feet".

The following wear full armour jingasa (conical hat) unless otherwise listed.

- *25-63 Running with shouldered weapon. Choice of (a) Yari, (b) Naginata, (c) Arquebus, (d) Bow, (e) No-dachi.
- 25-64 Ashigaru standing, straw raincape, firing arquebus.
- 25-81 Archer, standing shooting bow.
- 28-82 Archer, bareheaded, standing shooting bow.
- 25-83 Running, bareheaded with shouldered weapon, choice as 25-63.
- 25-84 Charging, straw raincape with (a) Yari, (b) Naginata.
- 25-89 Wakato (servant etc.), unarmoured wearing jingasa, carrying choice of weapons as 26-63 & 83.
- 25-98 Archer, kneeling, shooting bow, bareheaded.
- *25-99 Arquebusier, kneeling firing.
- *25-140 Thrusting with (a) Yari, (b) Naginata.
- *25-141 Fending Cavalry with (a) Yari, (b) Naginata.
- *25-142 Charging with (a) Yari, (b) Naginata.
- 25-143 Charging, brandishing No-dachi.
- *25-147 Priming arquebus.
- 25-148 Archer, kneeling, shooting bow.
- *25-149a Arquebusier standing firing.
- *25-149b Arquebusier, bareheaded, standing, firing
- *25-160 Arquebusier ramming home shot.
- *25-161 Running with choice of weapons as 25-63 & 83
- 25-162 Arquebusier, straw raincape, kneeling firing.

- *SA1 Ashigaru standard bearer.
- *SA2 Ashigaru blowing conche shell.

SP1 Pavise, for use with arquebusiers & archers etc.



25-89



25-98



25-99



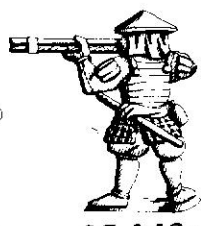
25-140



25-147



25-148



25-149a



25-149b



25-160



25-161

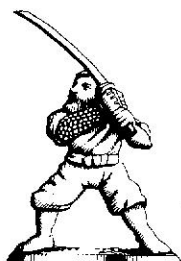


25-162

RONIN--Unarmoured

These were the masterless Samurai who for some reason has severed connections with his clan. The word Ronin is said to mean 'Wave Man' or one who is aimlessly tossed around by the waves.

- 25-86 Ronin wielding No-dachi.
- 25-139 Ronin thrusting with (a) Yari, (b) Naginata.
- 25-156 Ronin charging with Katana.
- 25-157 Ronin archer kneeling, shooting bow.



25-86



25-139



25-156



25-157



SA1



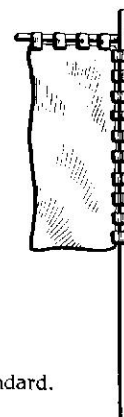
SA2



SP1

SAMURAI BANNERS

- STD1 Nobori style, large standard.
- STD1 Hata Jirushi, streamer type standard.
- MH1 Head mounted on Yari.



STD1



STD2



MH1

All figures marked with the symbol* will accept OPTIONAL SASHIMONO banner.

NINJA

Regarded as the ultimate fighting machine, the Ninja, usually hired by one of the Lords as a spy or an assassin, could perform unbelievable feats of athleticism and skills with all manner of wierd and fiendish weaponry. Large organisations of Ninja families existed in Japan who passed down their skills from father to son or daughter. The penalty for giving away their secrets was death and Ninja would always keep his identity secret preferring suicide rather than capture! Ninjitsu means the art of stealth.

The following range of figures are ideal for roleplaying or wargames.

- SN1 Ninja throwing Shuriken Star.
- SN2 Ninja shooting Short Bow.
- SN3 Ninja charging with Sword.
- SN4 Ninja with Kusari-gama.
- SN5 Ninja wielding Jo.
- SN6 Ninja lying down using Blowpipe.
- SN7 Ninja hacking with Ninjato.

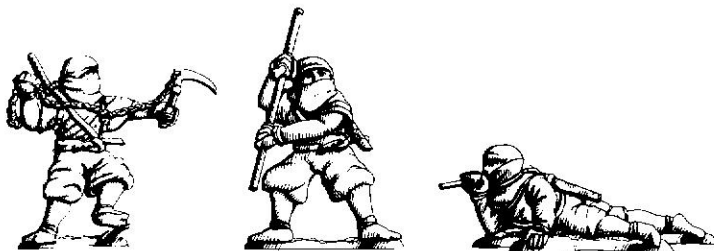
- NJ1 Ninja throwing Shuriken Stars.
- NJ2 Ninja thrusting with Nekode.
- NJ3 Ninja wielding Ninjato.
- NJ4 Ninja with Kama.
- NJ5 Ninja crouching with Kyotetsu-shoge.
- NJ6 Ninja crouching using Blowpipe.
- NJ7 Ninja kneeling—Ninjato overhead.
- NJ8 Ninja, defending with Ninjato.
- NJ9 Ninja 'signalling'.
- NJ10 Ninja leaning back with Naginata.
- NJ11 Ninja defending with Naginata.
- NJ12 Ninja crawling (for use on vertical or horizontal surface).
- NJ3 Ninja throwing Bomb.
- NJ14 Ninja kicking.
- NJ15 Ninja fending kick.
- NJ16 Ninja moving forward with Tonfa.
- NJ17 Ninja defending with Tonfa.
- NJ18 Ninja moving forward with Jo.
- NJ19 Ninja thrusting with Yari.
- NJ20 Ninja throwing Yari.
- NJ21 Ninja with levelled Ninjato.
- NJ22 Ninja leaning back on Ninjato.



SN1

SN2

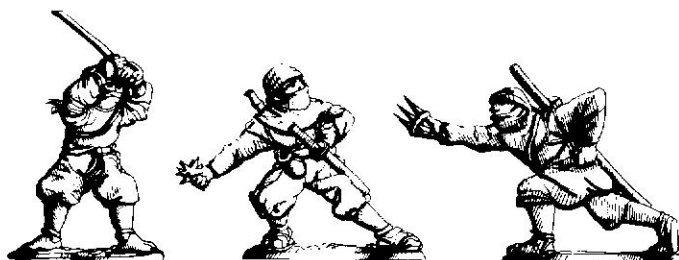
SN3



SN4

SN5

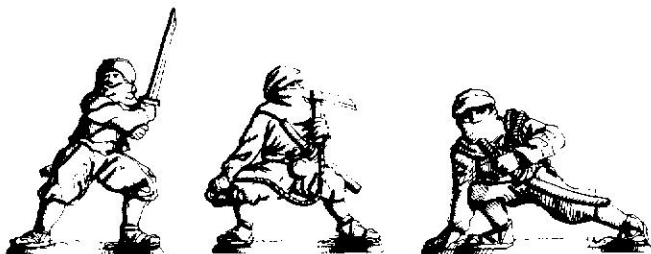
SN6



SN7

NJ1

NJ2



NJ3

NJ4

NJ5



NJ6



NJ7



NJ8



NJ9



NJ10



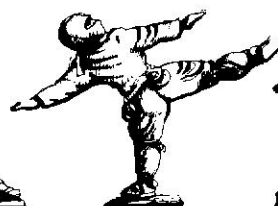
NJ11



NJ12



NJ13



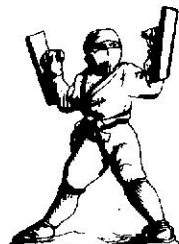
NJ14



NJ15



NJ16



NJ17



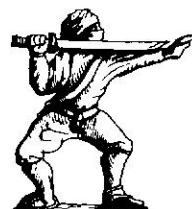
NJ18



NJ19



NJ20



NJ21



NJ22

NINJA GLOSSARY

Ninjato—Short, straight sword used by Ninja.

Jo—Staff.

Kyotetsu-shoge—Short, double blade on end of wire.

Kusari-gama—Syle attached to chain.

Kamu—As above but attached to rope.

Shuriken—Five pronged metal star. Trying to catch this between the teeth is NOT recommended.

Nekode— "knuckle dusters" would definitely make your eyes water!

LEGENDS OF NIPPON

Many wierd & mysterious characters evolved in the legends of ancient Japan, a country rich in folk tales & myth. Some of these characters were dashing heros or intelligent animals. Others, evil semi-supernatural beings like the malicious Oni, or the malignant, amphibious goblins! Whether derived from powerful religion, like Shinto or Buddhism or from mere folk tale, each of these creatures bares a unique contribution to the LEGENDS OF NIPPON.

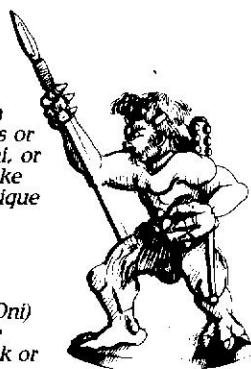
All the following are ideal for role playing or fantasy games.

THE ONI

The Oni, varying from the size of a small child to that of an 8 foot giant (Dai-Oni) were, usually cruel and lecherous beings with very little intelligence (like some modern day politicians). They carried a variety of weaponry and vary from pink or red to blue, grey or green in colour.

DAI-ONI -

- DO1 Dai-Oni with Yari & severed head.
- DO2 Dai-Oni wielding No-dachi.
- DO3 Dai-Oni with No-dachi and choice of (a) Tetsubo, (b) Mallet, (c) Club.
- DO4 Dai-Oni in savage mood brandishing Mallets.



DO1



DO2



DO3



DO4



O1

MEDIUM SIZED ONI -

- O1 Oni wielding Mallet.
- O2 Oni leaning on Mallet.
- O3 Oni with frontal Armour & Club.
- O4 Oni with choice of (a) Tetsubo, (b) Mallet, (c) Club.
- O5 Oni with choice of (a) Tetsubo, (b) Mallet, (c) Club.
- O6 Oni on guard with Tetsubo.
- O7 Oni thrusting with Yari.
- O8 Oni with 2 Clubs



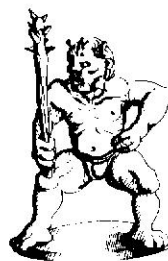
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O3



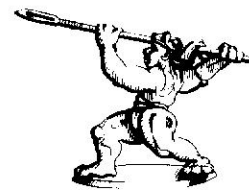
O4



O5



O6



O7

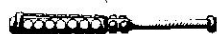
GOBLINS -

Though mainly physical creatures, the Bakemono Goblin sometimes possessed spiritual and supernatural power. Smaller Bakemono were often uncouth and unintelligent preferring to fight in large groups (this was before football!). Large or Dai-Bakemono were usually far more intelligent and equivalent to the Samurai, even having some magical powers.

- BG1 Goblin charging with Club.
- BG2 Goblin advancing, brandishing (a) Tetsubo, (b) Mallet, (c) Club, (d) No-dachi.
- BG3 Goblin wielding Sword.
- BG4 Goblin advancing with choice of (a) Yari, (b) Naginata.
- BG5 Goblin at ready with choice of (a) Yari, (b) Naginata, (c) Club, (d) Tetsubo.
- BG6 As BG5 but slightly different pose.
- BG7 Goblin at ready with Sword.
- BG8 Goblin, half armoured with choice of (a) Yari, (b) Naginata, (c) Bow, (d) No-dachi, (e) Head on Yari, (f) Axe, (g) Mallet, (h) Tetsubo, (i) Club.
- BG9 Goblin fully armoured, choice of weapons as above.



O8



- Pack of 20

ONI/GOBLIN WEAPON



BG1



BG2



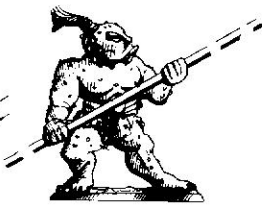
BG3



BG4



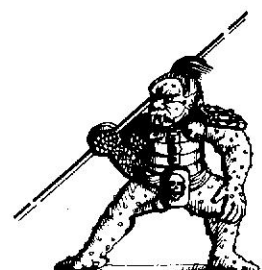
BG5



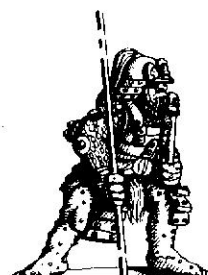
BG6



BG7



BG8



BG9

SAMURAI WOMEN & OTHER HUMANS -

- SW1 Woman wielding Katana.
 SW2 Woman drawing Katana.
 BA1 Bandit advancing, drawing short Sword.
 ME1 Merchant or Inn Keeper.
 SU1 Sumo Wrestler.
 SM1 Monk marching—robes—carrying over shoulder, choice of (a) Yari, (b) Naginata, (c) Arquebus, (d) Bow, (e) No-dachi, (f) Head on Yari, (g) Axe, (h) Mallet, (i) Tetsubo, (j) Club.
 BA2 Bandit—loin cloth—advancing with choice of weapons as above.
 UM1 Monk in robes—martial artist—punching.
 UM2 Monk in robes—martial artist—kicking.
 UM3 Monk in robes—martial artist—blocking.
 RO1 Ronin—fighting with 2 Swords.
 RO2 Ronin wielding Katana.
 RO3 Ronin on guard with Katana.
 RO4 Ronin drawing Katana.
 RO5 Ronin drawing Katana—basket type hat.
 RO6 Ronin defending with choice of (a) Yari, (b) Naginata.
 S1 Unarmoured Samurai wielding Katana.
 S2 Samurai in robes with Bow & Arrows.
 S3 Samurai, unarmoured, in Jinboari, advancing with Katana.
 S4 Samurai Warlord with war-fan



SW1



SW2



BA1



ME1



SU1



SM1



BA2



UM1



UM2



UM3



RO1



RO2



RO3



RO4



RO5



RO6



S1



S2



S3



S4

DIXON MINIATURES 'LEGENDS OF NIPPON' & 'SAMURAI' ranges are highly recommended for use with any of the Oriental role-playing games and books now on the market.

DIXON MINIATURES have had many years of experience in the metal figure industry and we are constantly striving to improve the high standards our customers have come to expect from us. All our figures really are hand cast in a top quality lead-time alloy to guarantee the best finish and detail.

WARNING!

Metal Miniatures are not toys and not suitable for children under 12 years of age. They contain lead which may be harmful if chewed or swallowed.

ATTENTION!

Les miniatures en metal ne sont pas les jouets et ne sont pas convenable pour les enfants dessous l'age de douze ans. Ils contiennent le plomb qui peut etre malfaisant s'il mastique ou avale.

WARNING!

Metal Miniaturen sind kein Spielzeug und sind fur Kinder unter 12 Jahren nicht empfohlen. Die Miniaturen enthalten Blei, welches wenn gekaut oder geschluckt gesundheitsschadlich sein kann.

MADE IN ENGLAND