

SIMPLE SAMURAI RULES- LATE PERIOD

25/28 MM FIGURES 1 Figure equal to 20

Foot/Artilleryman 2.5cm diameter Cavalry/oxen etc 2x2.5cm bases

No need for bases for Artillery or Wagon bases.

1 SEQUENCE EQUALS 1 INVADER DAIMYO TURN AND THEN 1 HOME DAIMYO TURN Each throw 1xD12 highest score is the home Daimyo

FIGURES in 1 TURN can fire ,move then melee or melee move then fire

MOVEMENT You do not have to move the full distance.

Type	Standard	Road	moving through soft	hard cover	Retreat
All Infantry	20cm	30cm	10cm	7.5cm	40cm
All Cavalry	60cm	90cm	30cm	15cm	120cm

All Wagons 15cm All wagons pulled by 2 oxen/horse/mule 1 horse oxen /mule 7.5cm pushed/pulled by infantry 1 figure 4cm add 1cm per 1 figure extra up to 5 figures(unit) In retreat all wagons move at standard rate

If in Retreat through soft/hard cover no deduction. 1 figure width along roads

It takes 1 full move to change to any formation It takes 1 full move to mount/dismount It takes 1 full move to unlimber/limber Throw 1xD4 to realign Artillery Gun by barrel if you want to fire at new target ,it will be up to 4" movement.If movement is less than, you may still fire at target , if more than no firing and finish realignment next move..

Always measure furthest figure to change formation if not completed it requires a further 1 move

i.e A Wagon unlimbers a artillery gun The gun may then fire with a F Fail

FORMATION FAIL

Each Peasant Unit throws 1xD4_Each Ashigaru Unit throws 1xD6

Each Ronin Unit throws 1xD8 Each Samurai Foot unit throws 1xD10

Each Samurai Guard/Monks foot Unit throws 1xD12

Each Samurai Cavalry/Monks Cavalry Unit throws 1xD12

To pass a formation fail a UNIT throws the appropriate 1xD? and a score of 4 is a pass,. YOU ALWAYS THROW AT THE START OF A TURN, DAIMYO DOES NOT GET INVOLVED

All Units cannot fire a volley if they have a Formation Fail..

Must be taken at the start of a move. Cannot be taken whilst in melee. If fail take again next move. It effects firing ,melee morale. Cannot be taken whilst crossing soft/hard cover.

YOU GET A FORMATION FAIL see troop types: whilst changing formation, , crossing soft/hard cover, out of line of sight if skirmishers, after melee, not in base to base contact if after changing formation(measure furthest figure of unit to least furthest figure), dismount/mount, unlimber/limber, moving in/out of buildings. Skirmishers less than 1cm apart Whilst in Retreat

Skirmishers can move through other skirmishers but both units incur formation fails
ARCHERS are the only Unit that can skirmish

A unit (figures in base to base) in column or line can move through skirmishers but both units incur formation fails

A unit (figures in base to base) cannot move through other units that are in base to base but must go round , unless 1 unit can form skirmish see above

EXAMPLE;

A Ashigaru Unit crosses a low stone wall (crossing soft cover) it moves 16cm over the wall moving through soft cover onto the other side thus receiving a Formation Fail. Next turn before moving the unit throws a Formation Fail Test 1xD6 The score is a 3 so the Unit fails its Formation Fail Test . The unit moves 16cm and still has a Formation Fail. Next turn before moving again the unit throws a Formation Fail Test 1xD6. The score is a 6, the unit passes . A Formation Fail affects Firing/Melee/Morale.

Up to 5 figures are allowed in a building ,an enemy needs to kill 1 figure in base to base with the building door before he can enter.The Defender is classed as in hard cover whilst defending the building door.Figures fighting in buildings get no additions or subtractions in melee.

Soft Cover *Fence stream broken ground hill *marsh

Hard Cover *terrain a wagon/limber/gun cannot cross

*Wall *woods *buildings *redouts and barricade construction *fieldworks *overturned wagons * high fences * rivers except across bridges (stone /wood) Castle walls

FIRING Throws 1xD8 per figure for firing and saving.

Volley Fire Each figure throws 1xD10 for firing(minimum 2 figures)

FIRING (Attacker picks opponent) CAN MOVE AND FIRE

Line of Sight only Pick your target 360 degrees unless in base to base contact then 22 ½ degrees either side of weapon 45 degrees of artillery gun barrel. CANNOT MOVE AND FIRE IF USING VOLLEY FIRE..

If 1 Artillery Gun figure is killed you cannot replace him with any other figures. A Artillery Gun must have a least 1 artillery man if not the Artillery Gun cannot fire. Only Artillerymen can fire captured Artillery Guns.

RANGES:-

Arquebus up to 30cm(12") Bows up to 30cm(12")

Art Gun up to 90cm (36") 3 (Ashigaru)artillerymen per gun

A SCORE OF 6 IS NEEDED TO HIT IF ENEMY FIGURE IS IN THE OPEN AND IN LINE OR COLUMN

A SCORE OF 7 IS NEEDED TO HIT IF ENEMY FIGURE IS IN SOFT COVER AND IN LINE OR COLUMN

A SCORE OF 8 IS NEEDED TO HIT ENEMY FIGURE IS BEHIND HARD COVER AND IN LINE OR COLUMN

A SCORE OF 7 IS NEEDED TO HIT IF ENEMY FIGURE IS IN THE OPEN AND IN SKIRMISH

A SCORE OF 8 IS NEEDED TO HIT IF ENEMY FIGURE IS BEHIND SOFT COVER AND IN SKIRMISH

A SCORE OF 9 IS NEEDED TO HIT ENEMY FIGURE IF BEHIND HARD COVER AND IN SKIRMISH

IF A SCORE IS UNOBTAINABLE TO AN INDIVIDUAL FIGURE YOU CAN ADD SCORES TOGETHER TO GET A HIT BUT MUST BE EXACT I.E 2xD8 need 9 so score is 4 5 ok.

TO SAVE A FIGURE A SCORE OF 4 OR MORE IS NEEDED TO SAVE.

TO SAVE A FIGURE WHO IS FIRED AT BY A FIGURE WITH A FORMATION FAIL A SCORE OF 3 OR MORE IS NEEDED TO SAVE.

TO SAVE A FIGURE WHO IS SAMURAI FOOT GUARD/DAIMYO A SCORE OF 3 OR MORE IS NEEDED TO SAVE

TO SAVE A FIGURE WHO IS SAMURAI FOOT GUARD/DAIMYO AND IS FIRED AT BY A FIGURE WITH A FORMATION FAIL A SCORE OF 2 OR MORE IS NEEDED TO SAVE.

Behind Soft/Hard Cover you can only fire if you can see figure.

A Oxen/Artillery Horse/mule throws 1xD6 to save. You go through the same procedure to kill them as you would a foot/cavalry figure.

Firing at DAIMYO You can fire at DAIMYO if not in base to base contact with other troops....If Daimyo is attached to a Unit, then you cannot fire at him, unless they are killed first and he is then alone.

FOG OF WAR After 1 turn of firing and the unit does not move next turn a blanket of smoke is created across the firing figures bases so that they cannot see any target to its front. The smoke will clear after 1 turn of no firing or the unit moves forward.

MELEE (Base to Base Contact (in buildings we assume contact is made))

A figure can turn to face opponent without penalty if attacked in flank or rear so long as he is not in melee with another figure to his front

.He can be attacked by up to 4 figures so long as they are in base to base contact with him if in skirmish ,3 figures if defending figure is in base to base with friendly figure.

A figure can only attack in melee in their own turn sequence(an opponent defends in your attack turn sequence).

An Attacking figure can only throw once in melee.

A Defending figure may have to throw up to 4 times in melee

Must be in Base to Base contact (the only exception is when a i.e low wall is in between figures ie soft cover/hard cover)

YOU CAN ONLY KILL IN THE ATTACKERS TURN

The defender if not killed can continue in melee and becomes the attacker in his turn, or can move away unless surrounded by 3 or 4 figures.

PROCEDURE

Each Attacking figure in melee throw 1xD? appropriate dice and each Defending figure in melee throw 1xD? appropriate dice.

Each PEASANT figure always throws 1XD4

Each ASHIGARU figure always throws 1xD6

Each RONIN figure always throws 1xD8

Each SAMURAI FOOT always throws 1xD10

Each SAMURAI/MONKS CAVALRY ,GUARD FOOT,MONKS, DAIMYO always throws 1xD12

After Dice is thrown add or subtract below :-

+1 To Defender if behind Soft Cover

+2 To Defender if behind Hard Cover

+2 To Attacker if Defender is in Retreat

+1 To Attacker if attacking Defender in Flank

+2 To Attacker if attacking Defender in Rear

+1 to Defender if he has another Defender to his rear in base to base with Spear

+1 to Defender if he has Spear and Attacker has not

+2 to Defender if he has another Defender to his rear in base to base with Pike

+2 to Defender if he has Pike and Attacker has not

Applies to both the Attacker and Defender:-

-1 If you have a formation fail if both have a formation fail +0

-1 If you are not in base to base with another friendly figure ,if both figures not in base to base with another friendly figure +0

Artillery Guns are captured when there figures are killed in melee.

If the Attacker is the highest score the Defender is killed If Even or less than to the defender then the Defender can become the attacker or move away.

The Defender may have to take a Morale test if he loses 1 or more figures

MORALE (Your opponent always asks you to take a morale test)

When lost 1 or more figures to infantry/cavalry/artillery fire, or a Unit is at Even or Less than its original strength .Unit has a current Formation Fail Seeing friendly unit 30cm(12") retreating. Defender lost 1 or more figures in melee.

in Open in Soft in Hard cover

Each PEASANT figure alive always throws 1xD4 1xD6 1xD8

Each ASHIGARU figure alive always throws 1xD6 1xD8 1xD10

Each RONIN figure alive throws 1xD8 1xD10 1xD12

Throw 1xD10 for each Dead figure

When a DAIMYO is killed ALL units retreat to their base line , they cannot move forward or towards any enemy but can still melee if attacked.

Minus 1xD10 dice score to unit if it has a Formation Fail

Minus 1xD10 dice score to unit if seeing friendly unit retreating.

All samurai /monk units do not take a MORALE TEST.

If the score is more than or even carry on as normal , however if the score is minus retreat for 3 moves . You can take morale again after 3 moves in retreat. If Peasants fail morale take off the battlefield they will have gone into hiding near their village.

When your Daimyo is killed all your units retreat off the battlefield even your Allied Clan will retreat off the battlefield

Example of Morale :-

An Ashigaru Unit of 5 figures have a formation fail and is fired at by another Ashigaru unit, 2 figures are killed Your Opponent ask you to take a Morale test. You throw 3xD6 for the Ashigaru still alive and gets 5 4 3 giving a total of 12. You then throw 2xD10 for the Ashigaru figures that are dead and get 4 3 and you also throw 1xD10 for your formation fail and you score 4 giving a total of 11 The score of 12 beats 11 so your unit carries on as normal.

FIRING AT SOFT/HARD COVER

THROW 1xD8 PER ARTILLERYMAN (ASHIGURA) TO SCORE 1 HIT, YOU MUST SCORE 7 OR MORE IF FIRING AT SOFT COVER AND 8 IF FIRING AT HARD COVER.

All Stone buildings have a value of 24 hits. (8 hits per 15cm section of stone fort wall)

Wooden buildings have a value of 12 hits (4 hits per 15cm section per wall)

All linear stone objects have a value of 8 hits per 15cm length. All linear wooden objects have value of 4 hits per 15cm length.(barricades)

Fieldworks or earthworks have a value of 24 hits per 15cm length.

Artillery Guns are the only hits that can reduce structures to rubble.

When totals are down to 4 hits all buildings/ bridges/Fieldworks/Earthworks are unusable.

Any units caught in a building/bridge with 4 hits or less are removed from the battlefield.

Any figures caught in Fieldworks/Earthworks with 4 hits or less per 15cm length are removed from the battlefield

All linear objects are deemed destroyed and passable when their hits are reduced to 0. Any figures caught behind any linear objects of 15cm length with a value of 0 hits are removed from the battlefield.

TO HIT FIRING CHART

TO HIT	OPEN	SOFT COVER	HARD COVER
LINE/COLUMN	6	7	8
SKIRMISH	7	8	9

ALLIED CLANS

Your Daimyo uses 1xD12 to move and control his 10,000 koku ALLIED CLAN. Your Daimyo uses 1xD10 to move and control his 5,000 koku ALLIED CLAN. At the beginning of every turn throw 1xD12 and 1xD10 a score of 5 or more and you can move, fire and melee with your allied clans. A score of 1 2 3 4 and your allied clan will not move, or fire but will melee if attacked. If any of your Allied Daimyo are killed their troops will automatically retreat from the battlefield.

RIVERS

Throw 1xD6 1 fast flowing 23 steady flowing 456 slow flowing

Crossing rivers at Bridges and Fords there is no deduction but at a maximum of 1 figure width if foot or cavalry

Fast Flowing rivers can only be crossed at Fords and Bridges

Crossing rivers with no Bridges and Fords no maximum of figure width steady Flowing :-
Throw 1xD6 per figure foot or cavalry per move whilst in or crossing river a score of 1 2 3 for foot drowned a score of 1 2 for cav drowned.

Slow Flowing:- Throw 1xD6 per figure foot or cavalry per move whilst in or crossing river a score of 1 2 for foot drowned a score of 1 for cav drowned

TERRAIN

TO PICK SCENERY, HOME DAIMYO throws 1xD10. THIS NUMBER is the amount of scenery to place on the battlefield. If you throw a 4 you get the first 4 pieces etc. Terrain pieces not more than 30cm x 30cm

Battlefield board 180cm x 120cm 24 squares of 30cm x 30cm

Home Daimyo

1 2 3 4 5 6

7 8 9 10 11 12

13 14 15 16 17 18

19 20 21 22 23 24

Invader Daimyo

The Home Daimyo places terrain pieces in squares numbered 1 to 24

Terrain consists of in order 1 Broken ground . 2 Hill 3 Village consisting of 2 dwellings 4 Hill 5 Wood 6 Road (from 1 table edge through the Village to another table edge 7 Broken Ground 8 Hill 9 River with 1 ford from 1 table edge to another table edge.and also 1 Bridge. 10 Wood

Broken ground can be rice field

The village has 1 unit of peasants consisting of 5 figures,they will attack any unit that moves into the village and will be taken off the battlefield if they get a minus score in morale. They cannot move outside the village area.

The HOME DAIMYO can place 1 of his units (not guard unit) in ambush in any of the squares numbered 1 to 18. He keeps the unit off the battlefield. When any invader unit enters the ambush square, the Home Daimyo can place the ambush unit in base to base with the invader unit and melee with the unit in his turn.

EVENT CARDS

Each Daimyo before their turn begins picks 1 event card from the pre shuffled pack .

30 event cards 15 are blank and 15 are as below. Even numbers are blank

1. 1 card saying Opponents ALLIED CLAN of 10,000 koku is a turncoat all figures pass to you in your current turn.
3. 1 card saying Your messenger corps relays the wrong orders no movement for any of your units unless in retreat
5. 1 card saying Opponents ALLIED CLAN of 5,000 koku is a turncoat all figures pass to you in your current move
7. 1 card saying Home Daimyo ambush is spotted,place ambush troops on the battlefield

- 9 1 card saying Conch and Drum signals premature retreat opponent moves 4 of your units backwards 1 full move (not foot guard unit)even if in melee or in houses etc
11. 1 card saying your Daimyo is having a tea ceremony all samurai units cannot move this turn this includes no firing and if in melee must disengage and move back.
- 13.15. 2 cards saying Wind swirls in front of all firing units reduce firing to half i.e range for bow is now 15cm
17. 1 card saying 1 unit of allied Monks arrives Throw 1xD24 (or 2xD12)the score is the square on the terrain board you place your unit in (anywhere in the 30cmx30cm square
- 19 1 card saying 1 unit of allied Ronin arrives Throw 1xD24 (or 2xD12) the score is the square on the terrain board you place your unit in. (anywhere in the 30cmx30cm square)
21. 1 card saying NINJA attacks your opponents Daimyo (places ninja next to daimyo) Use 1xD12 for NINJA in melee if scores are even or less than NINJA fails to kill opponents Daimyo and is taken off the battlefield If Daimyo is surrounded by his troops, ninja fights these troops if scores are even or less than ninja fails to kill and is removed off the battlefield if he wins then he continues to try and kill Daimyo.
23. 25. 2 cards saying Your ammunition for arquebus has run out this move no firing .
- 27 1 card saying Your arrow quiver carries are to far away no firing this move for your archers
- 29 1 card saying Your Cavalry moves their full move towards nearest enemy and if within range melees with them.

Any wagons or carts can be used by your army to fire a building or wooden castle walls. Throw 1xD6 to set fire to the cart(presume it is filled with hay) a score of 5 6 sets it alight. In contact with a building the fire spreads 1" in all directions per sequence Any figures left in the building with less than 2" (5cm square) not on fire are killed. You must be 1" away from any building on fire if not throw 1xD6 a score of 5 6 and you survive if not you are set on fire and taken off the battlefield. If firing a castle wooden wall, the wall area will be burnt down after 3 sequences the area being the width of the wagon or cart. The cart will burn for 3 sequences, if contact is not made with either a wall or building it will burn out(if you are killing the figures moving it)If any figure within 1" of the wall area throw 1xD6 a score of 5 6 and you survive if not you are set on fire and taken off the battlefield To fire a haystack Throw 1xD6 a score of 5 6 and the haystack is set alight . When any building/wall etc is already on fire any Samurai can then set another building etc on fire Throw 1xD6 a score of 3 4 5 6 is then needed.

Samurai set fire to buildings Throw 1xD6 on a score of 5 6 the building is set alight. The fire spreads 1”(2.5cm) in all directions per sequence Any figures left in the building with less than 2” (5cm square)not on fire are killed.

SMOKE Throw 1xD6 a score of 1,2,3,4, there is wind 5 6 no wind If you get 1,2,3,4, then throw 1xD4 1 wind direction is North 2 wind direction is South 3 wind direction is West 4 wind direction is East Smoke from any building or wall which is on fire travels in the direction you have thrown for i.e. 2 so it would be south Smoke travels at 10cm per sequence per 2.5cm spread Smoke stops after 3 sequences when the entire building area is covered by fire, any figure covered by smoke is classed as in soft cover

NOTES

Keep your Daimyo behind the Samurai Foot Guards as he will not be shot at or involved in melee and killed ,leaving your army to retire from the battlefield Also keep the Daimyo surrounded by 4 figures in case of Ninja attack.

1 Army size Basic 50,000 koku is 35 Ashigura foot figures in 7 units of 5 figures each, 15 Samurai foot figures in 3 units of 5 figures each ,1 of which can have pike. 5 Samurai Cavalry figures in 1 unit 5 Samurai foot guards figures in 1 unit (which consists of 3 samurai foot figures and 2 flagbearers which are classed as samurai foot guard figures) 1 Daimyo figure either on horse or foot. You can adjust the amount of koku to suit the size of your armies.

Allied Clan of 10,000 koku 1 unit of Samurai foot guards (3 samurai figures and 2 flagbearer figures) and 1 unit of Ashigura (spear) 5 figures ,plus 1 Allied Daimyo figure foot or horse

Allied Clan of 5,000 koku 1 unit of Samurai foot guards (3samurai figures and 2 flagbearer figures) plus 1 Allied Daimyo figure foot or horse

Your army 7 units of Ashigura are split into 2 units of archers , 2 units of arquebus, 3 units of spears (naginta) 1 figure out of 10 arquebus can be a sharpshooter. (+1 to dice score when firing)

Cavalry carried naginta samurai mainly carried naginta

All units are of 5 figures

Line is of 5 figures Column is of 1 figure width

INFORMATION

Japanese Castles were mainly defence against arquebus fire

Regional rulers were called Daimyo

Units were not numbered but sashimono's could be white, yellow, red, blue, black

After the Nanbokucho wars mounted samurai started to use straight spear.

Ashigaru did not have armour until 16th century.

Arquebus entered Japan after 1543 1550 armed units appeared.

Shimazu Takahisa first used arquebus in battle.

Volley fire appeared in 1570 used by the monk armies

1582 a third of samurai armies were arquebus

The Japanese spear resembled a pike. Pike drill was common .

Flagbearers became numerous after 1550

Some Flagbearers wanted to be the first into battle.

Flagbearers tended to be a rallying point for their Daimyo and became a target for rival samurai.

Ikko-ikki =Warrior monks were fanatics and had many follows and were supported by the Mori family.

Samurai's had a surname Ashigaru did not

The use of allied clans meant a high risk of defection

Deployment started with a skirmish screen of archers followed by units of arquebus and then units of spears Allied clans were kept separate and were used to relieve pressed units in battle. The Daimyo would be at the back of the formation supervising. If the battle was going his way the Daimyo would send in his Samurai spears to finish the enemy off.

Tskai-ban were the mounted scouts

Usually a defended building was always set alight to flush out the enemy