

31. Unit attempting to withdraw *Foot must be within 4" at turn start of mounted enemy in order to assault.***Both players roll 2D6. Modify scores as below.**

Fighter		Withdrawer	
+2	Mounted and opponent on foot unless either unit in or partially (2 bases) in woods, marshes, buildings, rough hills.	+3	Samurai cavalry (not general) and opponent on foot.
		+1	Superior troop type.
		+3	Foot in or touching woods, marshes, buildings or rough hills. If general or general and bodyguard.
		+3	Opponents are fighting another unit
+1	Superior troop type	+2	Withdrawer more than 3" from fighter at turn start
If withdrawer losses.		Withdrawer is routed (not if support unit). Fighter stops at contact line and is disordered.	
If withdrawer draws or wins.		Withdrawer falls back D6+1 inches(1 of 3 cardinal directions) and becomes disordered. Fighter stops at contact line and is not disordered.	

34. New Unit Commander (Use best base)

1,2="The base has gone to get help." No new commander appointed.

Risked base is removed. No casualty marker is placed. Unit can fill in or contract.

3,4="New Commander". Original Commander base replaces the risked base Unit is disordered

5,6="Avenge the Commander!" Original Commander base replaces risked base (risked base is removed). Unit not disordered. Unit +3 AP when next motivated.

23. Messengers 8D6 per turn (2D6 if no Maku).

Each 4, 5, 6 = 8" of movement.

Reaching clan general 1D6 (re-roll allowed) extra D6 determination dice awarded.

Risk. 5, 6 = Dead if within 3" or contacted by enemy unit (1 attempt per unit per turn) if not killed then move 8" away and stop.**10. General at risk**

- A. Fighting with a unit in front rank
- B. Being shot with a unit in the front rank
- C. Rallying whilst fighting (5, 6 = dead)
- D. Fighting whilst away from any unit
- E. Being shot at whilst away from any unit
- F. His unit routs (4, 5, 6 to save)

Samurai Units No Gen	Automatically out of control. See section 10 below. +1D6 to all morale tests for "no clan general present". Ronin see special section.
Ashigaru Units No Gen	No motivation. Just 1AP allowed Add 1D6 to all morale tests for "no clan general "
New General	1,2=No new general 3,4=New general 1 quality worse 5,6=New general same as before

Quick Sheet B**33. Challenges** Range 4". One Challenge per turn.**Who Can challenge?**

Commanders challenge commanders.

Generals challenge commanders or Generals.

Refusers

General loses 1 quality value. Commander's unit loses 1 base, becomes disordered

Losers (Dead)

General. Place 3 bodies with 2 units 6".

Commander. Place 2 bodies with unit.

Winners

General. +1 Quality. Commander. +2D6 next fight.

Basic Threshold =12 (maximum threshold= 15)**+2** if general v unit commander **+1** if challenger.

Defender starts. Alternate D6

Difference of 3 or more= Kill

Draws
=no effects.**20. Game Turn Sequence**

1. Morale if casualty markers

Remove casualty markers. Re-form unit, any formation

2. New commanders and generals diced for

3. Move generals up to 3D6 inches

4. Opportunity shooting from this point

5. Messengers 8D6 (allot D6s first)

6. Motivate a unit, carry out AP

7. Repeat step 6 until motivation failed

8. Fights

9. Challenge

10. Late units arrive 5, 6 (samurai 2 rolls)

11. Countdown 20. Deduct D6 (defender)

27. Causes of Disorder

After a fight; units are not in contact, automatic disorder to both units

Per shoot casualty **5, 6 = disordered (arquebus)**, **6** if bowReaching scenery far edge. Roll 1D6, **5,6 = disorder****Restoring Order**1 Attempt allowed per 1AP expended.
Not if fighting.
4, 5, 6 = success**Disorder Effect**

Disordered loses 2AP every turn it starts the turn disordered.

10. Out of control samurai 1D6 per AP spent 5, 6 = back under control start of next turn.

Whilst out of control D6 -1 AP per turn (no samurai +1) -2 if disordered. Opponent can ask for re-roll unless assault guaranteed.

24. Motivation

A General continues

to motivate until he fails.

(A = General's value) + (B = Unit Value) +/- (C = Modifiers) = (Minimum 2D6 roll).

+1 per **complete** 3" distance.

+1 Unit **or** general in woods or buildings (count once).

+1 Intervening enemy or friend unit (count once).

+2 Unit and general **separated** by a wood, hill, buildings.

Dice score must **equal or exceed** A+B+C for success.

2,3= Automatic fail.

11,12=Automatic pass. Successful = roll 1D6 for AP

B. Unit Value

Levy ashigaru = 3

Armoured ashigaru = 2

Samurai / ronin = 1

30. The Fight

Every unit has a min 2 D6 in a fight after modifiers

Spear 1st round (1st rank +1/2 of 2nd rank rounded up).

Each 4, 5, 6, (3, 4, 5, 6 cavalry) = -1D6 from enemy.

1D6 per base

3D6 1st round of fighting in game OR initiated fight this turn OR unit won last round of fighting (in this fight or the previous)

1D6 each mounted V enemy foot in open (1st turn) max 5

2D6 each own unit (not fighting) (within 6") max 2

-1D6 each mounted base V enemy in cover

max 5 (inc generals)

-2D6 enemy unit uphill or defending

wood/village edge

-2D6 unit disordered

-2D6 unit has no support rank

-2D6 unit 1 or 2 bases frontage

-2D6 unit below half strength

-1D6 per two (or part of) shooting bases

1D6 unit commander fighting in front rank

2D6 each general fighting in front rank

-2D6 fighting 2 units **or** attacked from flank/rear this turn

+1D6 levy support **+2D6** ashigaru support **+4** samurai support

Whole rank dead =loser. Else more casualties is loser.

Else draw.

General + bodyguard = 4D6. General = 2D6.

Saves

Gen/Bodyg,Commander =2,3,4,5,6

Samurai=3,4,5,6

Armoured Ashigaru=4,5,6 Levy= 5,6

**Every
5,6 = Hit**

28. Shooting.

Roll **5,6** per shooting base (6 if not on centre).

Armoured ashigaru re-roll 1, 2.

Range in building / wood = 4" (1 rank only).

Shooter chooses target on 5, 6. All hits on front rank.

General/
Com-

Weapon	Short range	Long range
Arquebus / Bow	4"	10"
Artillery		24"

Basic saving roll 3+

Adjustments to saving roll needed

+1	Short range	-1	Target in cover
+1	Target ashigaru levy	-1	Target samurai
		-1	Long range

*****1 always = Dead. 4, 5, 6 always = OK*****

32. Morale

+1 D6 per casualty (Up to 3)

+1 D6 if levy ashigaru unit

+1 D6 if below ½ strength

+1 D6 if unit is disordered

+1 D6 if unit has no commander

+1 D6 if no clan general

+1 D6 if no daimyo

+1 D6 if only 1 or 2 bases in the unit

+2 D6 enemy in rear box (4") (inc. enemy on opposite faces)

+2 D6 no support rank

+2 D6 if routed or destroyed unit within 6"

+3 D6 if lost fight this turn (used after fight)

-1 D6 if samurai unit (not ronin)

-2D6 if general with unit (or -1D6 if **any** General within 3")

(do not count both) **Maximum 10D6 after modifiers.**

1 Fail (No effect if fighting). No movement this turn

2 Fails (No effect if fighting). Fall back D6+1". Face any direction. Leave table if already on base line. Stand if uphill.

3 Fails **Rout if fighting(2 units test) else** fall back toward base line D6+1". Face enemy. Become disordered.

Ashigaru bases sneak off on 5, 6 per base.

4 Fails **Unit is routed** (two units test for seeing this rout before the routing unit is removed from the game).

"Rally". General with a unit in combat can cancel an entire morale test once per game (before rolls). But takes a risk if in a fight (5, 6 = Dead). Else no risk
After any morale test remove casualty markers.

25. Action Points

Roll 1D6

+1 **General with unit or unit is samurai**

-1 **If unit is levy ashigaru**

-2 **If unit disordered at turn start**

All formation changes before movement

1AP Formation change (does not include facing change)

1AP Facing change (does not include formation change)

1AP Wheel 45° (up to twice...only at move start)

1AP Foot unit front edge (>1 base) passes through scenery /unit

1AP Infantry move 3" (up to 4 lots of 3" allowed)

1AP Cavalry move 4" (up to 5 lots of 4" allowed)

1AP Bow shoot (maximum twice per turn)

1AP Samurai cavalry dismount

1AP Mount-up attempt (5, 6 = success)

1AP Samurai control attempt (5, 6 = success)

2 AP Arquebus shoot (maximum twice per turn)

2AP Starting a fight (foot within 4" v mounted in open)

2AP Cavalry unit front edge (>1 base) passes through scenery

2AP Artillery gun to shoot (2 shots per turn allowed)

Fight Results

Destruction of the whole enemy rank = Win.

Else killed more bases= win.

Else draw, fight on.

Consequences upon
fight of morale failures

0, 1, 2 =

Unit fights on

3+ =

Unit routs

Winner removes own casualties and does no morale

**Each score
of 4, 5, 6 =
1 fail for
that unit**